

Date 10/13/09

- ☒ Board Team Final
- ☒ Creators Pass
- ☒ Network Approval 10/13/09
- ☐ Recording Board
- ☐ Revisionist Pass
- ☐ Animatic Scan Board
- ☐ Pre-Animatic Slug Board
- ☐ Conformed to Animatic Board
- ☐ Final

# “Ocean of Fear”

## 692-025

# Network Pitch

**Adventure Time with Finn & Jake**  
**Created by**  
**Pendleton Ward**

**Creative Director**  
**Pat McHale**

**Storyboard by**  
**Cole Sanchez and J.G.**

Sc. Pnl. Bg. day night

OCEAN  
OF  
FEAR

Sc. Pnl. Bg. day night

BY  
~~BY~~ JG  
&  
COLE

Dialog:
Action:
Timing:

**EPISODE #**

**Production :**

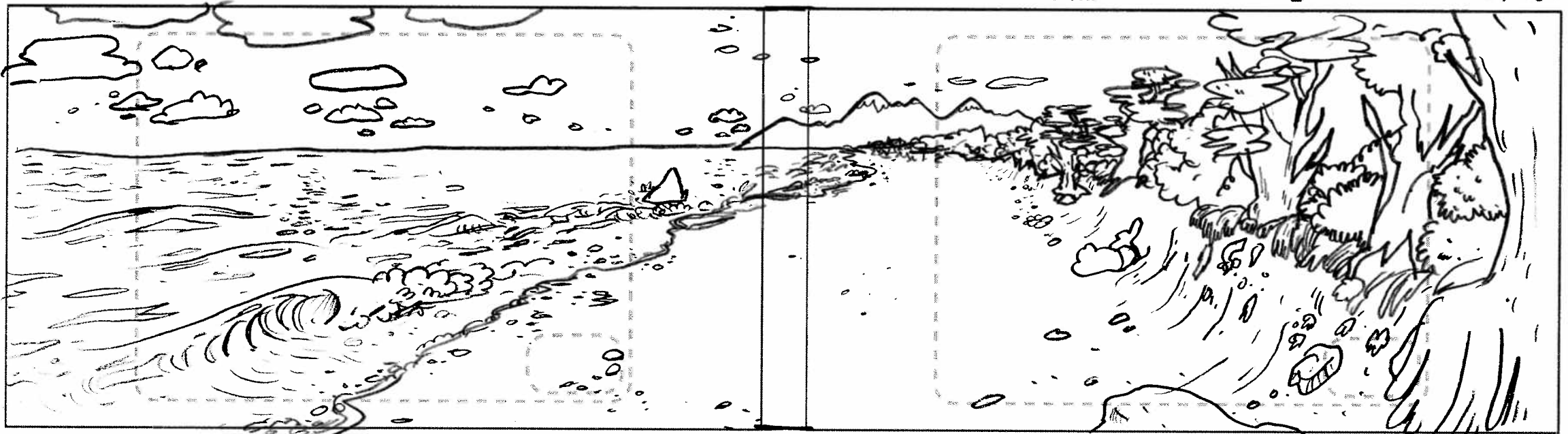
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# ADVENTURE TIME



Page 1

Sc. 1 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:	<div>START</div> <div>— PAN —</div> <div>STOP</div>
Action:	
Timing:	

EPISODE #

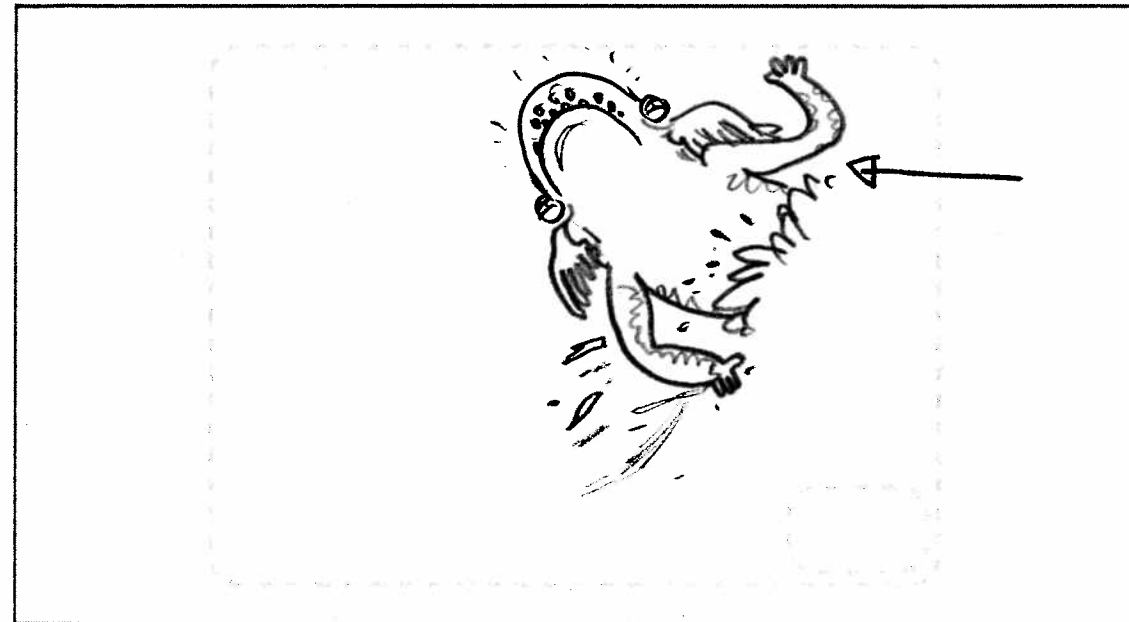
Production :

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# ADVENTURE TIME



Sc. | Pnl. B Bg. day night



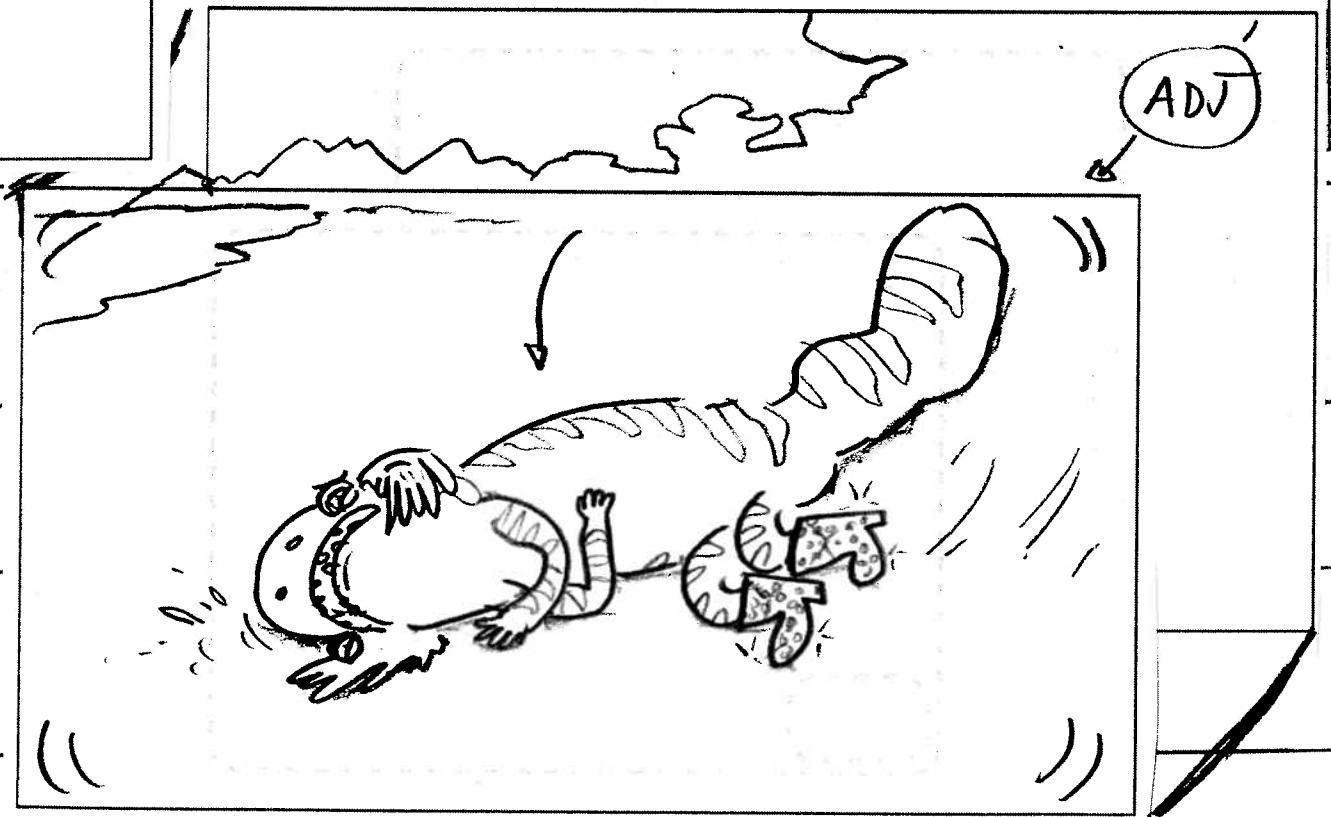
Dialog:

Action: FIRE NEWT BURSTS OUT OF TREES.

Timing:

Sc. | Pnl. C Bg. day night

( NEWT FALLS TO GROUND )  
= CAM SHAKE =



EPISODE #

Production :

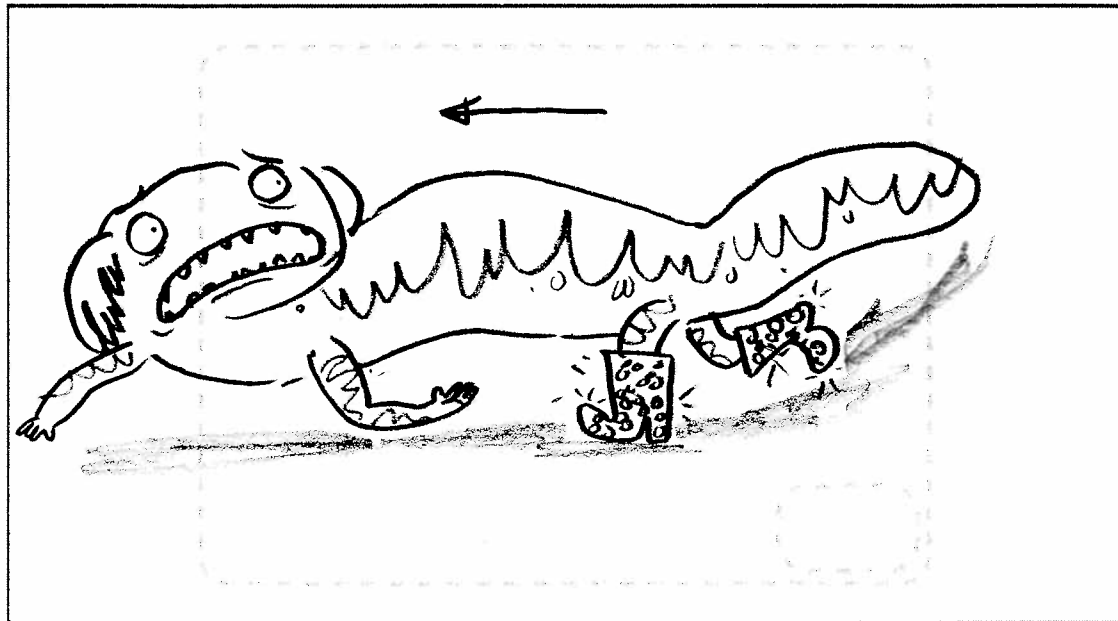


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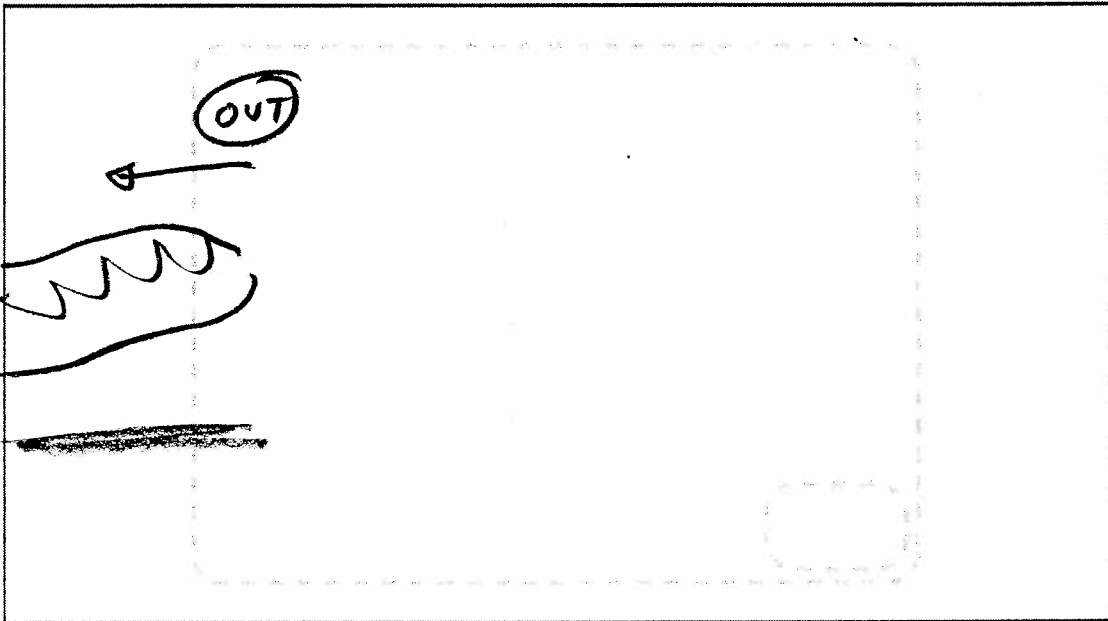
# ADVENTURE TIME



Sc. 1 Pnl. D Bg. day night



Sc. 1 Pnl. E Bg. day night



Dialog:
Action:
Timing:

EPISODE #

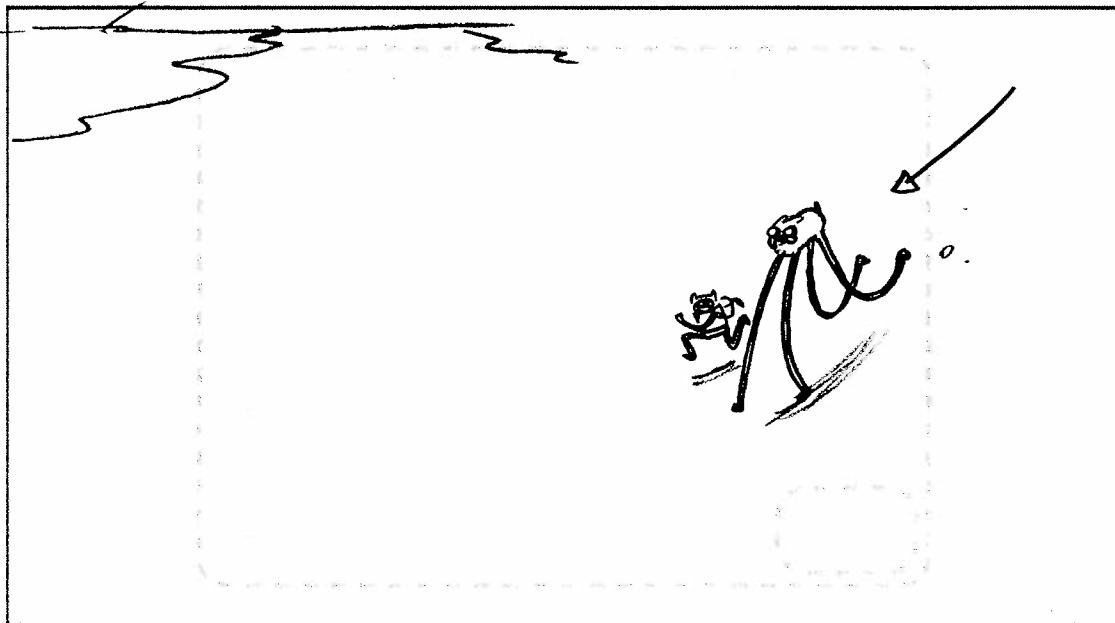
Production :

# ADVENTURE TIME

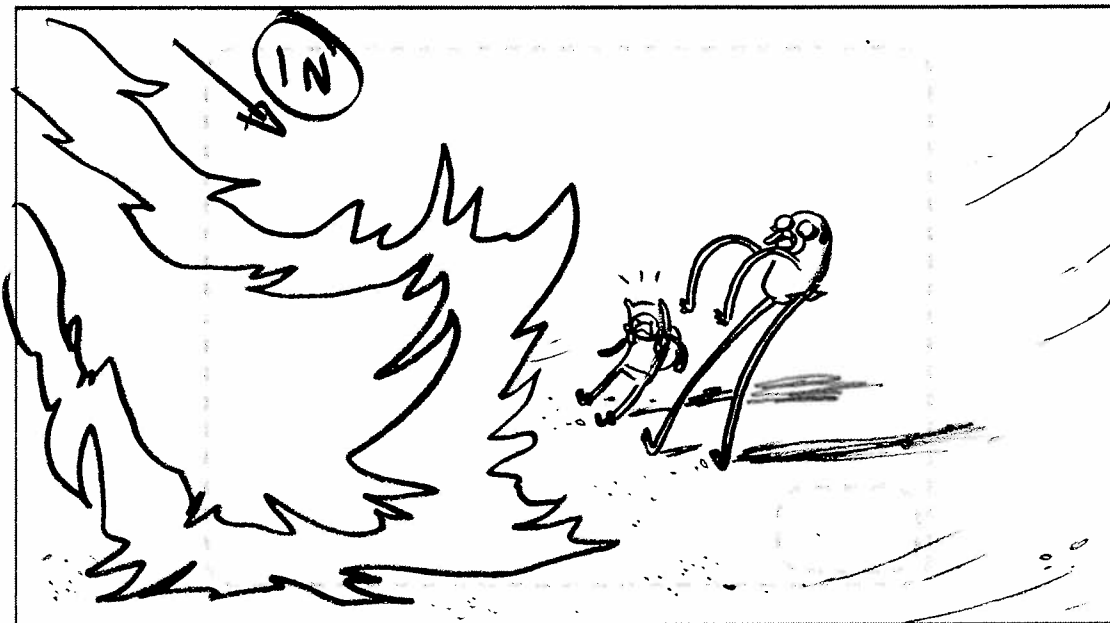


Page 4

Sc. 1 Pnl. F Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog:

FINN- COME BACK THIEF!

JAKE- WOOF WOOF!

JAKE & FINN- WHOA!

Action:

Timing:

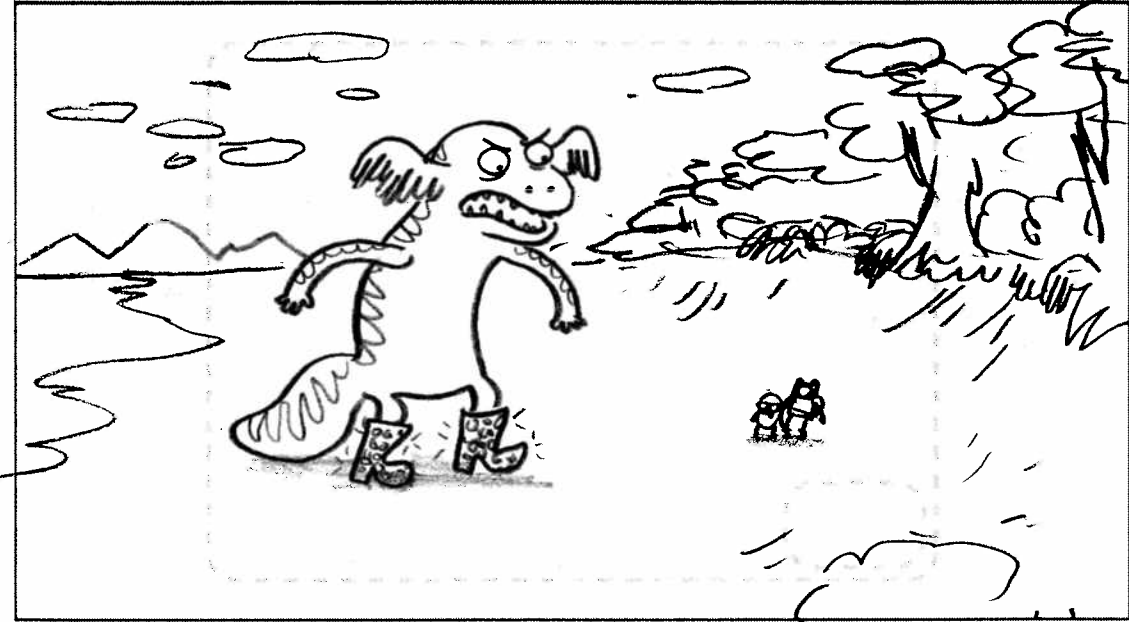
EPISODE #

Production :

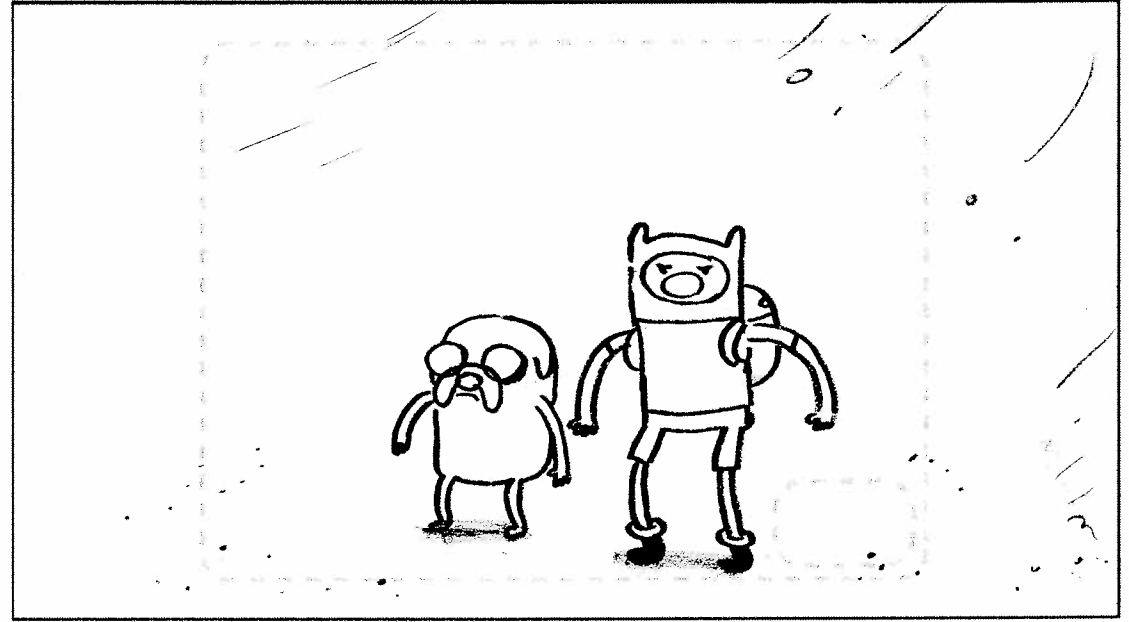
ADVENTURE TIME



Sc. 3 Pnl. A Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:	FIRE NEWT - STOP IT! STOP FARTING ON ME! IT'S GROSS!	FINN - YOU CAN'T JUST GO AROUND STEALING BOOTS
Action:		
Timing:		

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EPISODE #

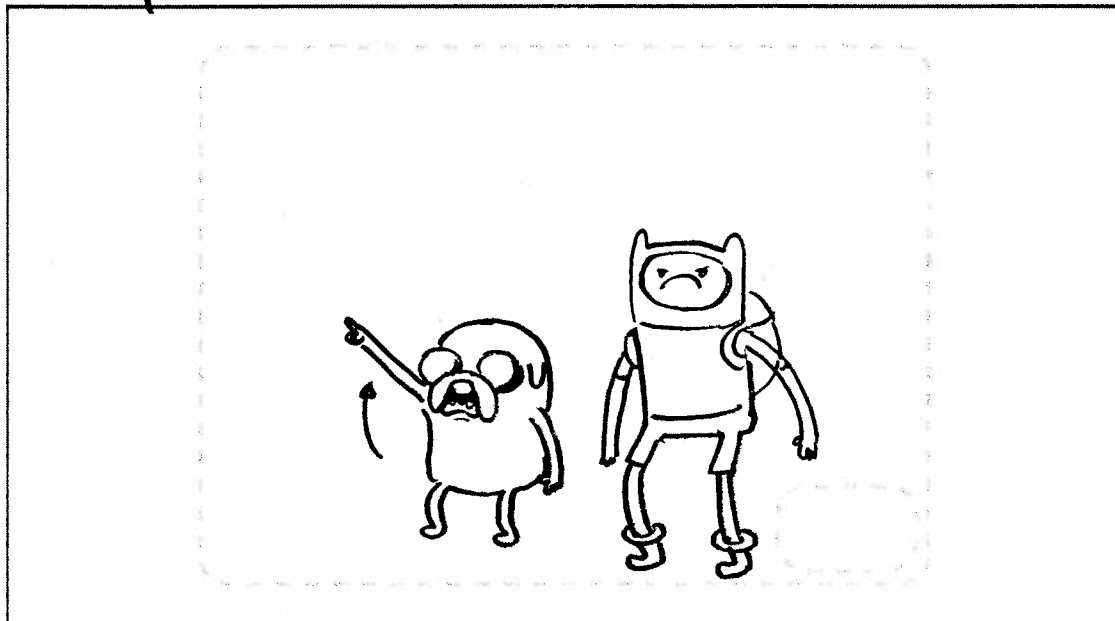
Production :

# ADVENTURE TIME

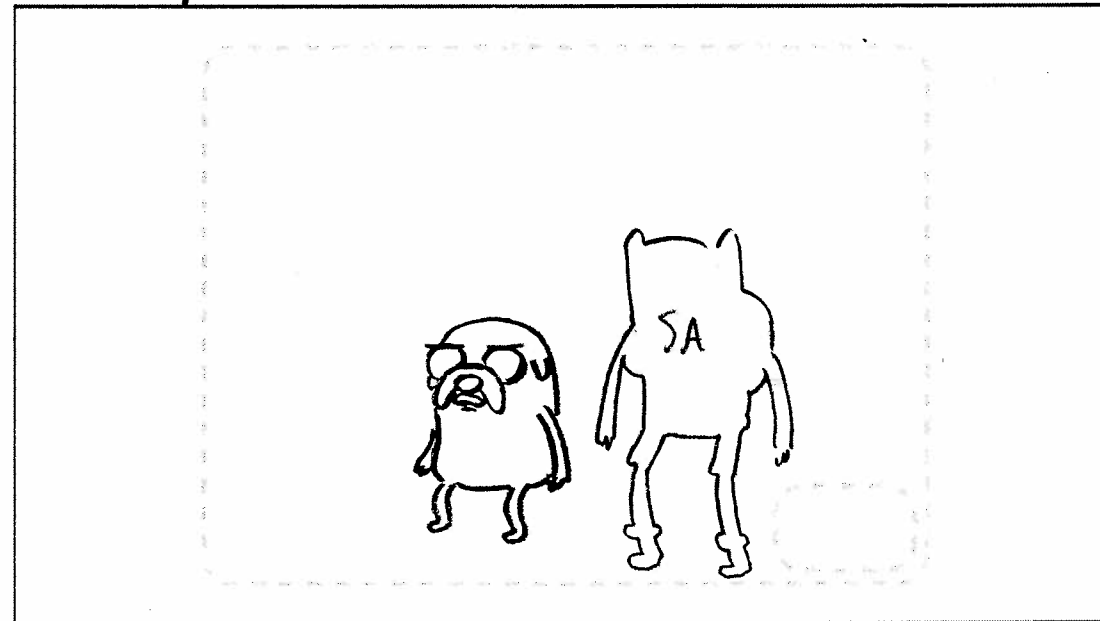


Page 6

Sc. 4 Pnl. B Bg. day night



Sc. 4 Pnl. C Bg. day night



Dialog:	JAKE- YEAH! AND YOU KNOW THE PENALTY FOR STEALING BOOTS...	JAKE- ITS POOTS...
Action:		
Timing:		

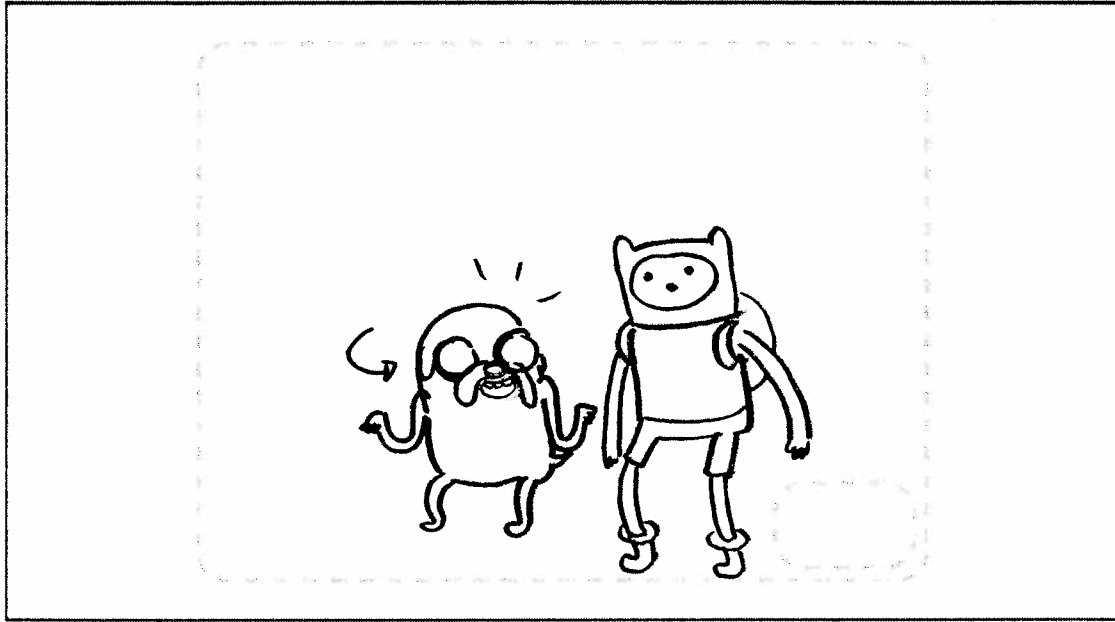
EPISODE #

Production :

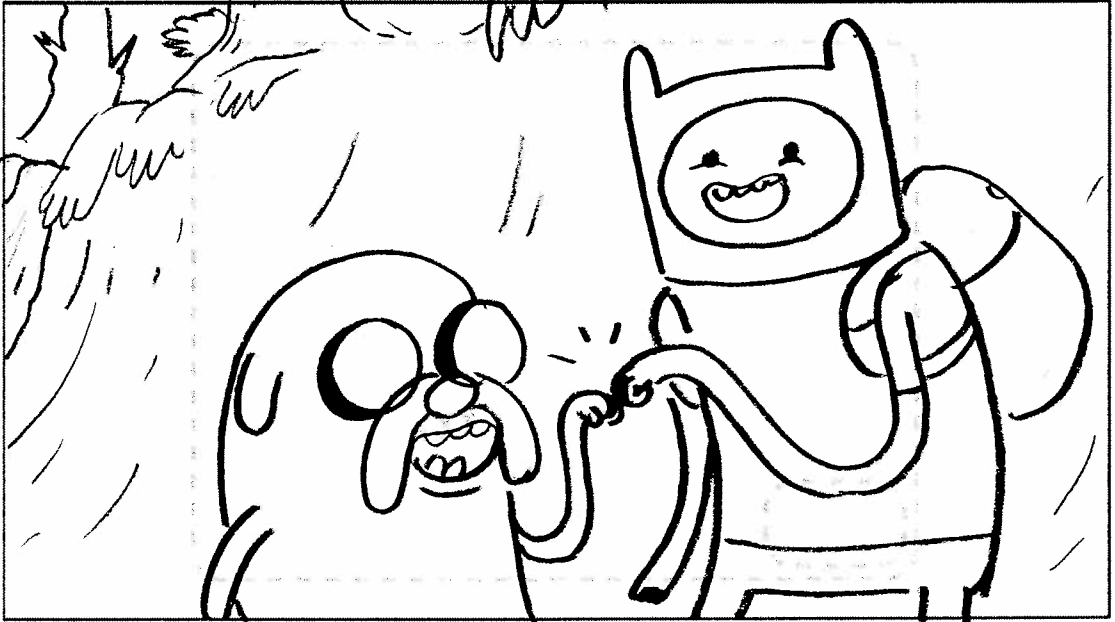
ADVENTURE TIME



Sc. 4 Pnl. D Bg. day night



Sc. 5 Pnl. A Bg. day night



Dialog:	JAKE - ON NEWTS.  JAKE - HEH HEH FINN - HEH HEH, RHOMBUS
Action:	
Timing:	

EPISODE #

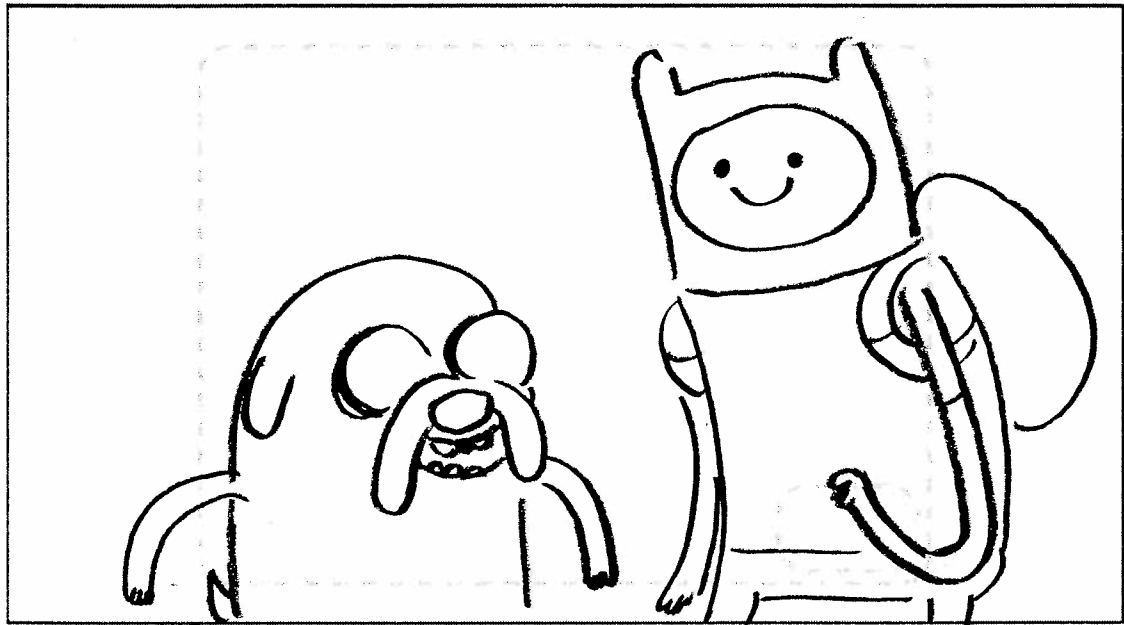
Production :

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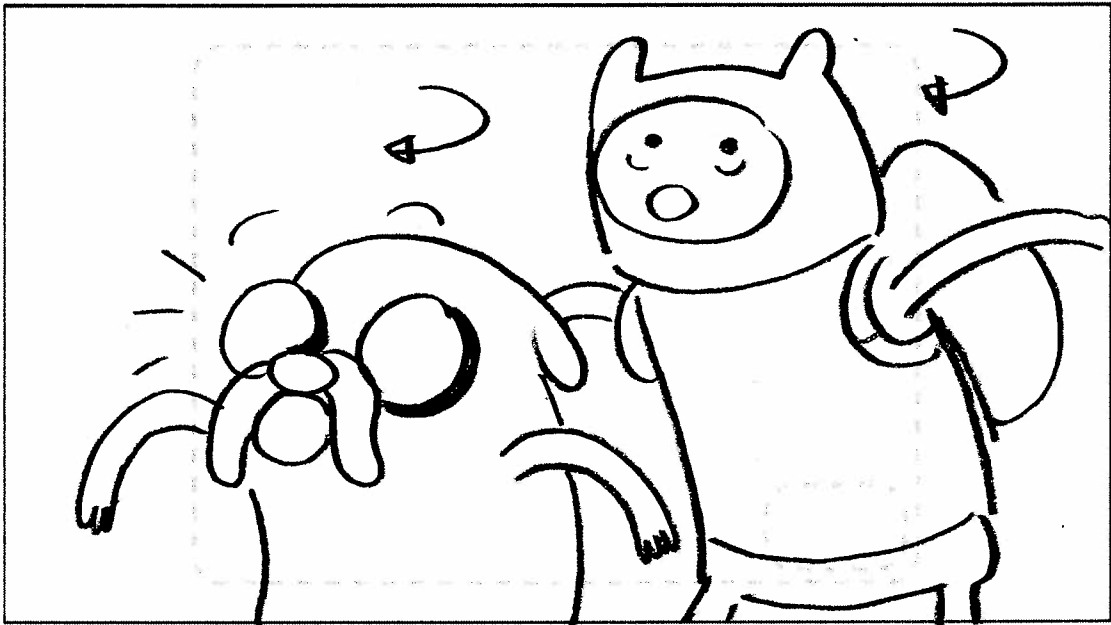
# ADVENTURE TIME



Sc. S Pnl. B Bg. day night



Sc. S Pnl. C Bg. day night



Dialog:	JAKE - YEAH, THAT WAS TOTALLY RHOMBUS.	SFX (O/S) SPLOOSH, SPLOOSH, SPLOOSH
Action:	(TAKE)	
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 6 Pnl. A Bg. day night

Dialog:
Action:
Timing:

(NEWT WADING INTO THE OCEAN)

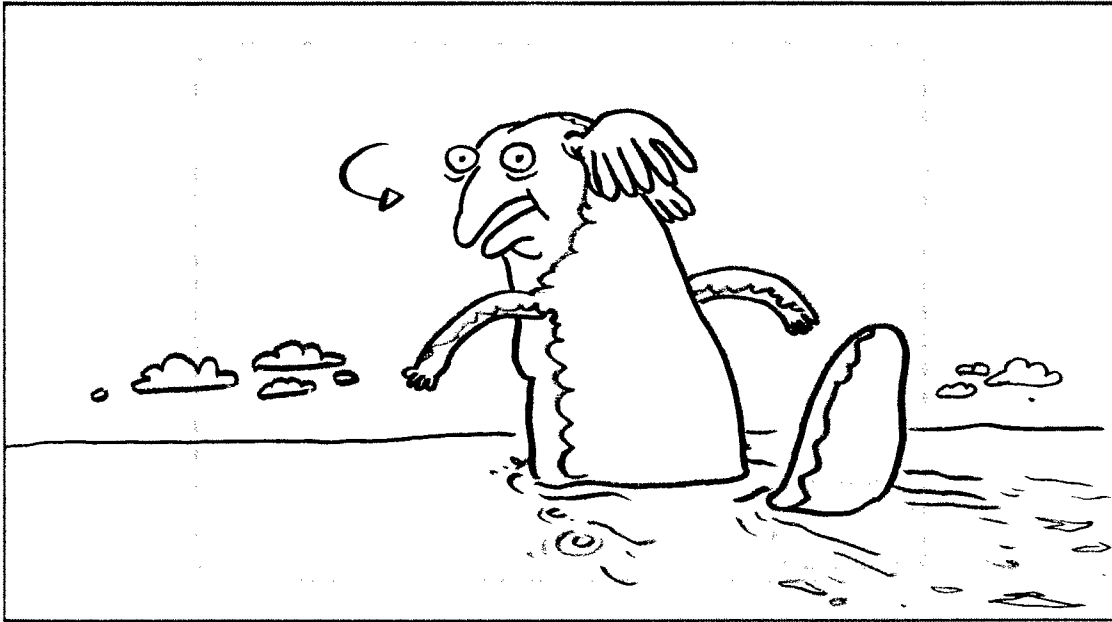
EPISODE #

Production :

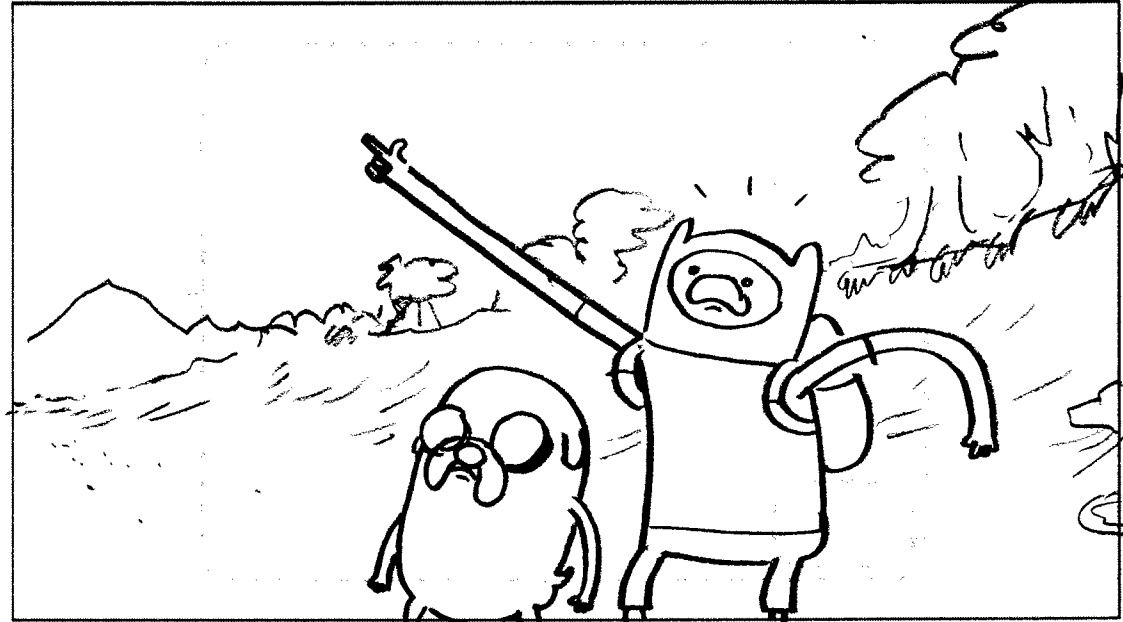
ADVENTURE TIME



Sc. 6 Pnl. B Bg. day night



Sc. 7 Pnl. A Bg. day night



Dialog:	FINN- HE'S GETTING AWAY INTO THAT LAKE!
Action:	(TURNS TO SEE IF THEY'RE FOLLOWING)
Timing:	

EPISODE #

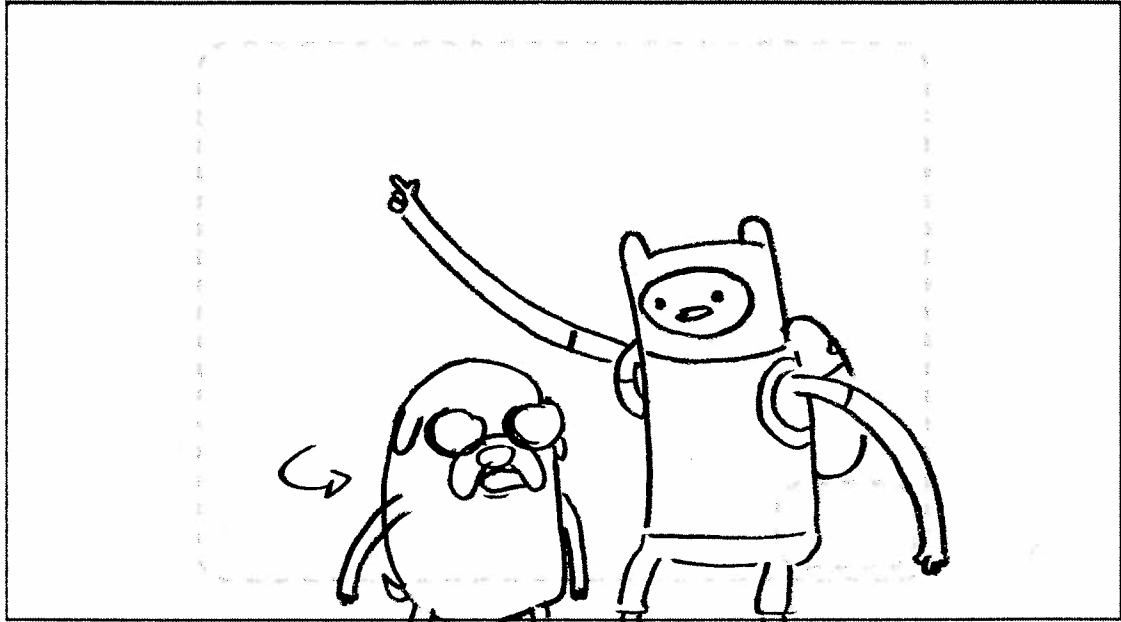
Production :



# ADVENTURE TIME



Sc. 7 Pnl. B Bg. day night

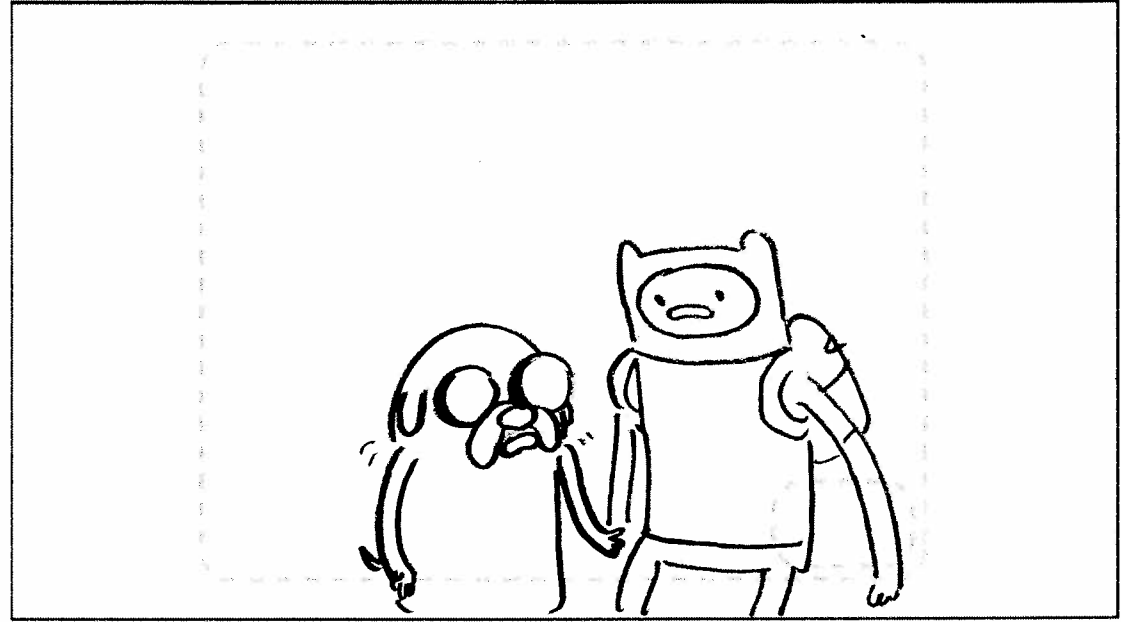


Dialog:  
JAKE - DUDE, THAT ISNT A LAKE.

Action:

Timing:

Sc. 7 Pnl. C Bg. day night



J- THAT'S THE OCEAN

EPISODE #

Production :

ADVENTURE TIME



Sc. 7 Pnl. D Bg. day night

Sc. 7 Pnl. E Bg. day night

Dialog:	JAKE — COME ON DUDE LETS GO!	JAKE (SUCK UP AIR SFX)
Action:		(TRUCK OUT)
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Sc. 7 Pnl. F Bg. day night

Sc. 7 Pnl. G Bg. day night

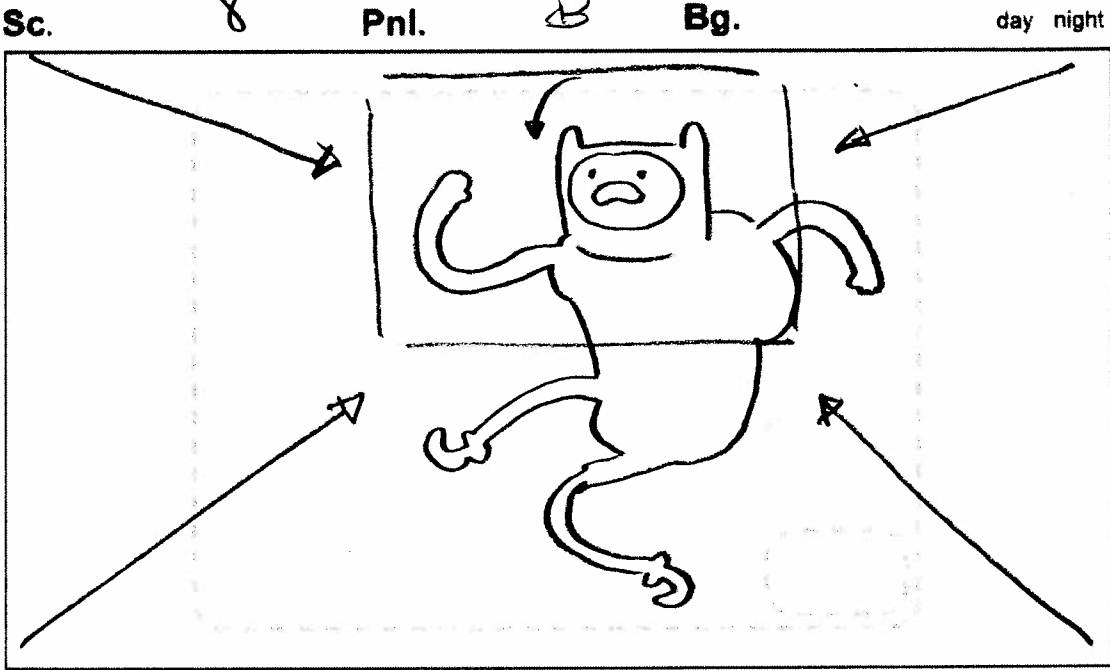
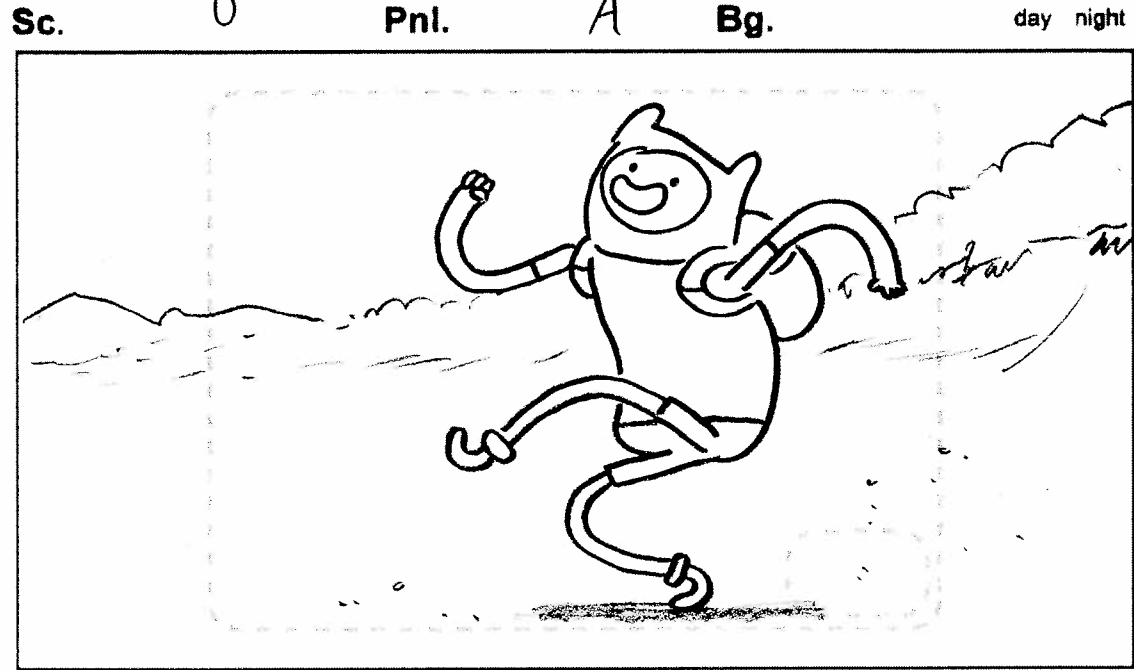
Dialog:	JAKE (O/S) - WOOF WOOF	
Action:	SFX - POOT	(FINN FOLLOWS)
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Dialog:	FINN- OCEAN?...
Action:	(FINN FREEZES MID RUN) (TRUCK IN <u>AFTER</u> FINN SAYS OCEAN)
Timing:	

EPISODE #

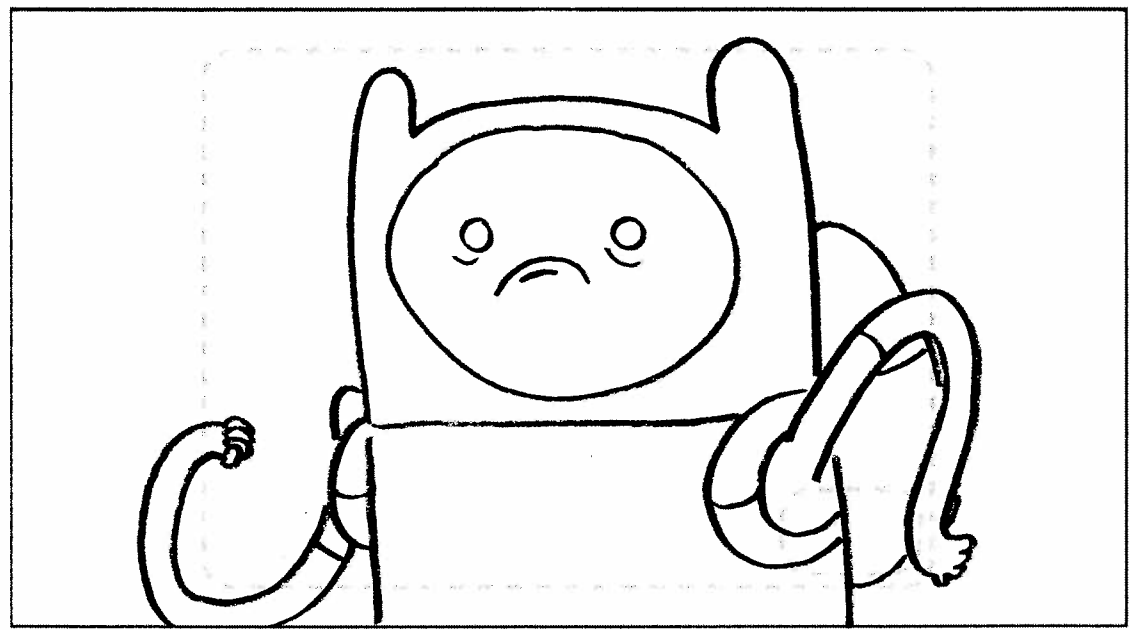
Production :

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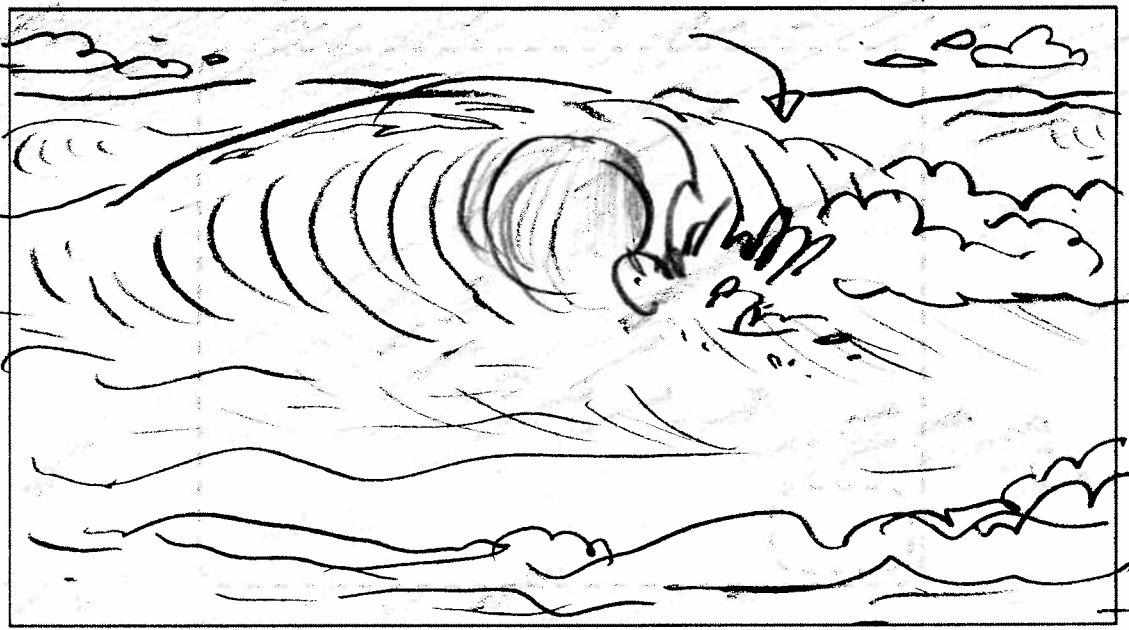
ADVENTURE TIME



Sc. 8 Pnl. C Bg. day night



Sc. 9 Pnl. A Bg. day night



Dialog:	SFX: SCARY MUSIC
Action:	WAVE CRASHES. SCREEN GOES RED
Timing:	

EPISODE #

Production :

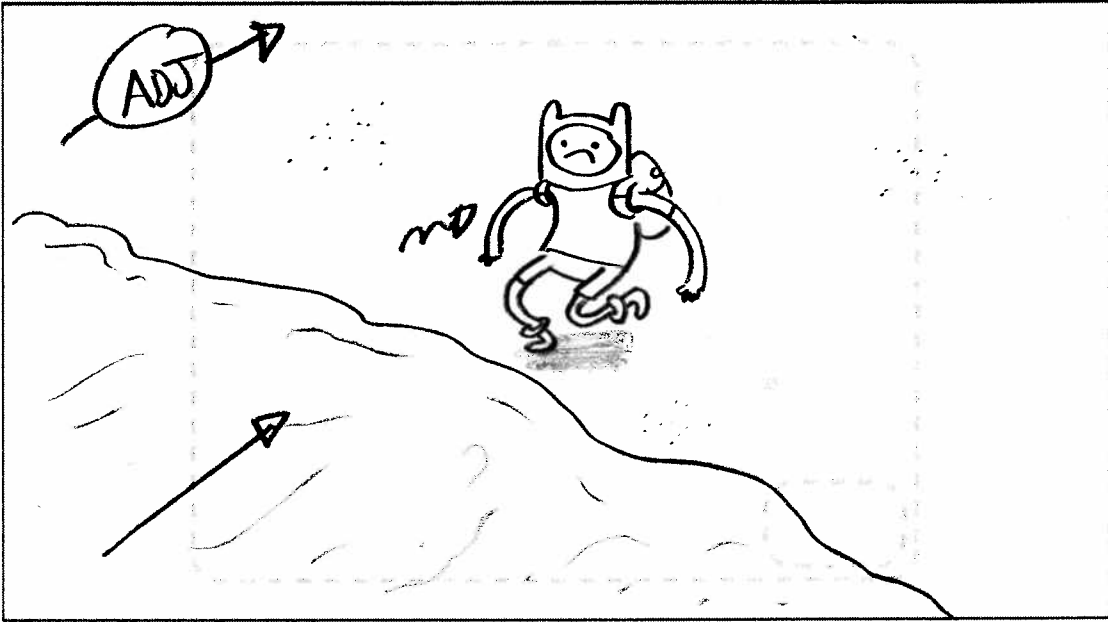
# ADVENTURE TIME



Sc. 9 Pnl. B Bg. day night



Sc. 10 Pnl. A Bg. day night



Dialog:	
Action:	(FINN BACKS UP FROM OCEAN AS IT RUNS UP THE BEACH)
Timing:	

EPISODE #

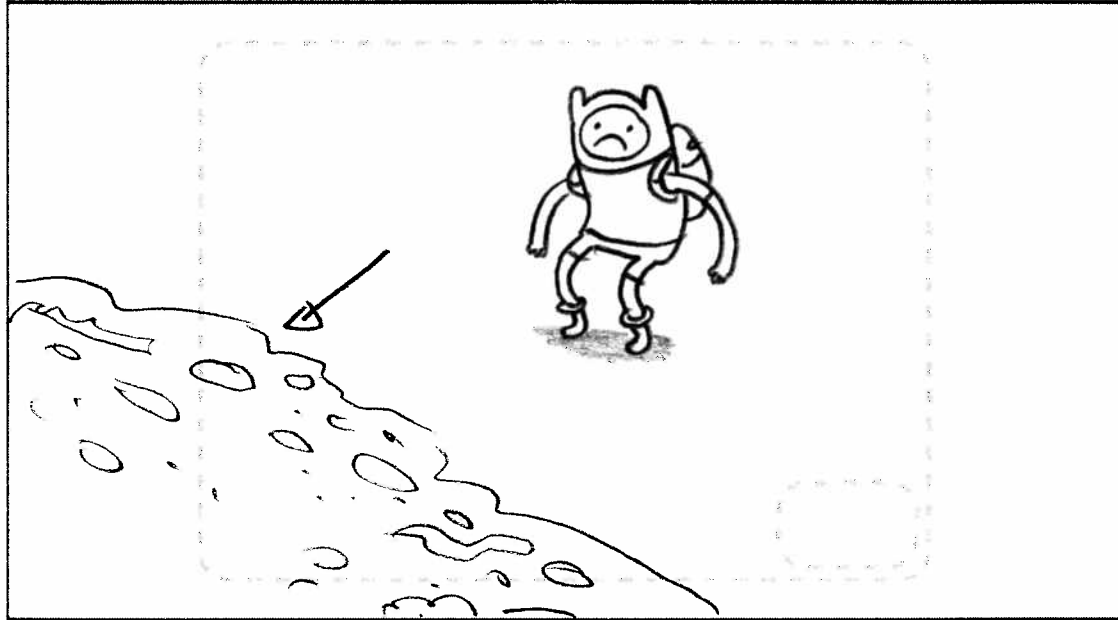
Production :

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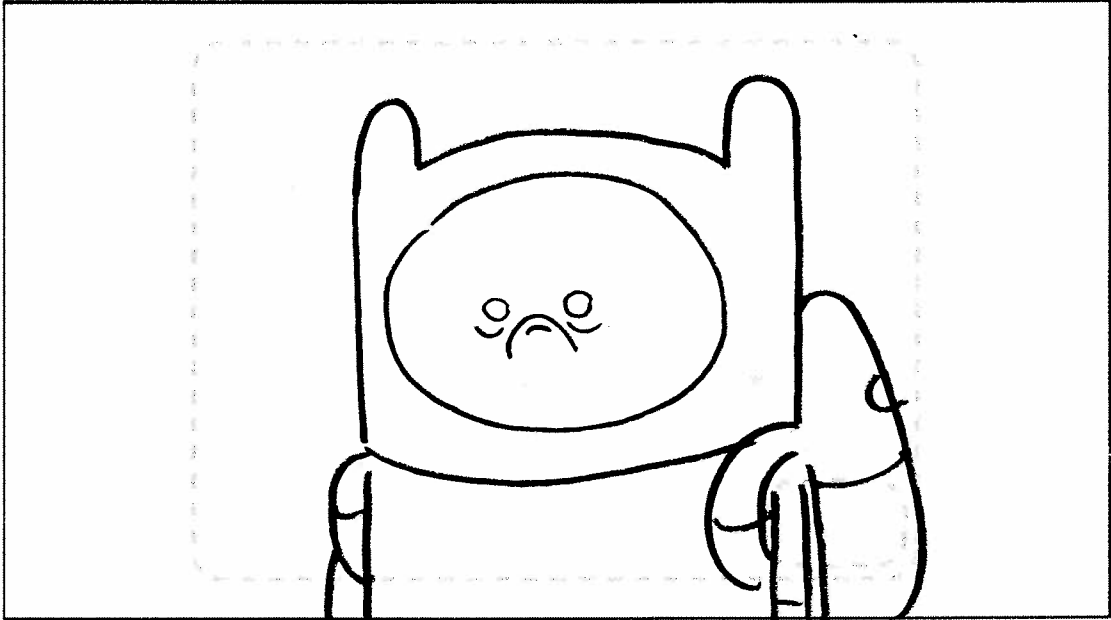
ADVENTURE TIME



Sc. 10 Pnl. B Bg. day night



Sc. 11 Pnl. A Bg. day night



Dialog:	(MUSIC DIES DOWN)
Action:	(WATER RECEDES) (BEAT)
Timing:	

EPISODE #

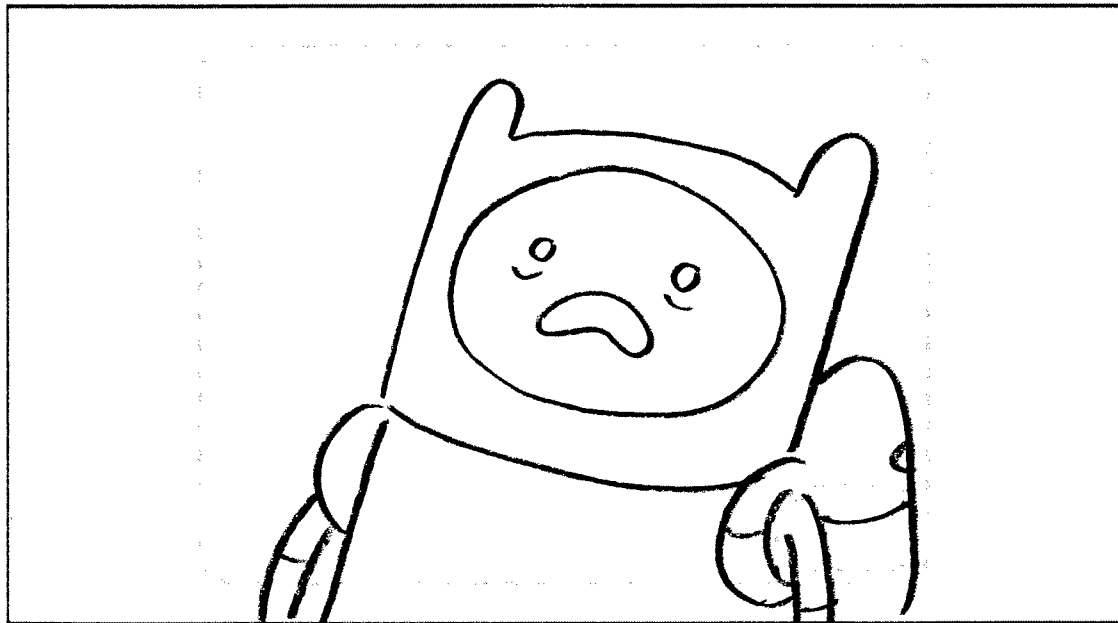
Production :

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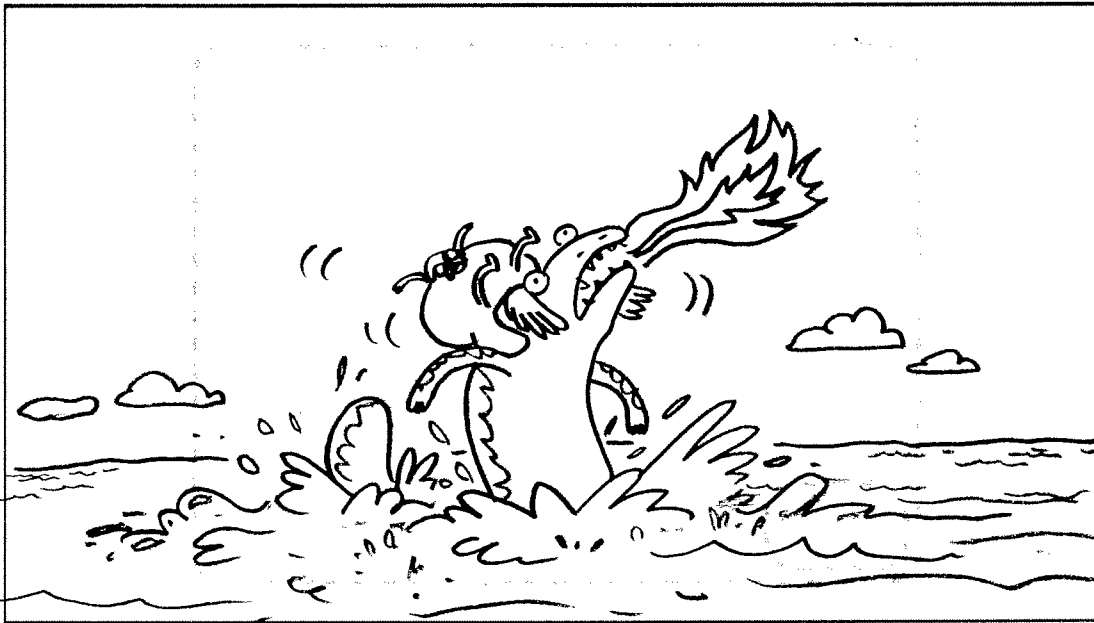
ADVENTURE TIME



Sc. 11 Pnl. B Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:	JAKE (O/S) - POOT ON NEWTS! POOT ON NEWTS!	NEWT - EHN! NO! EW! JAKE - HA HA HA!
Action:		
Timing:		

EPISODE #

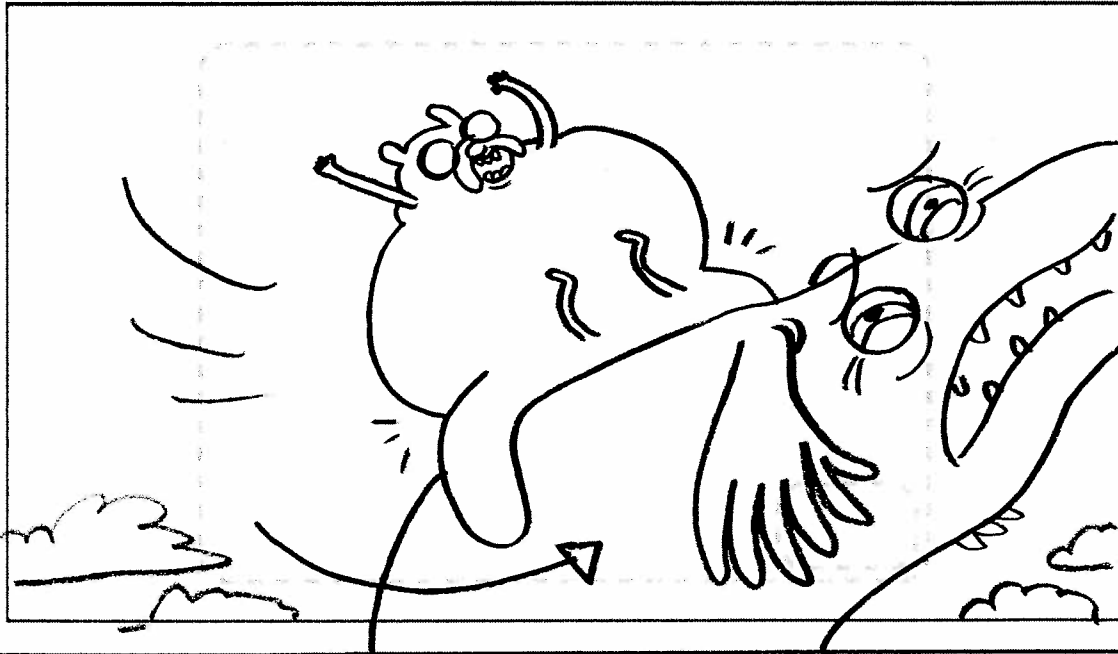
Production :



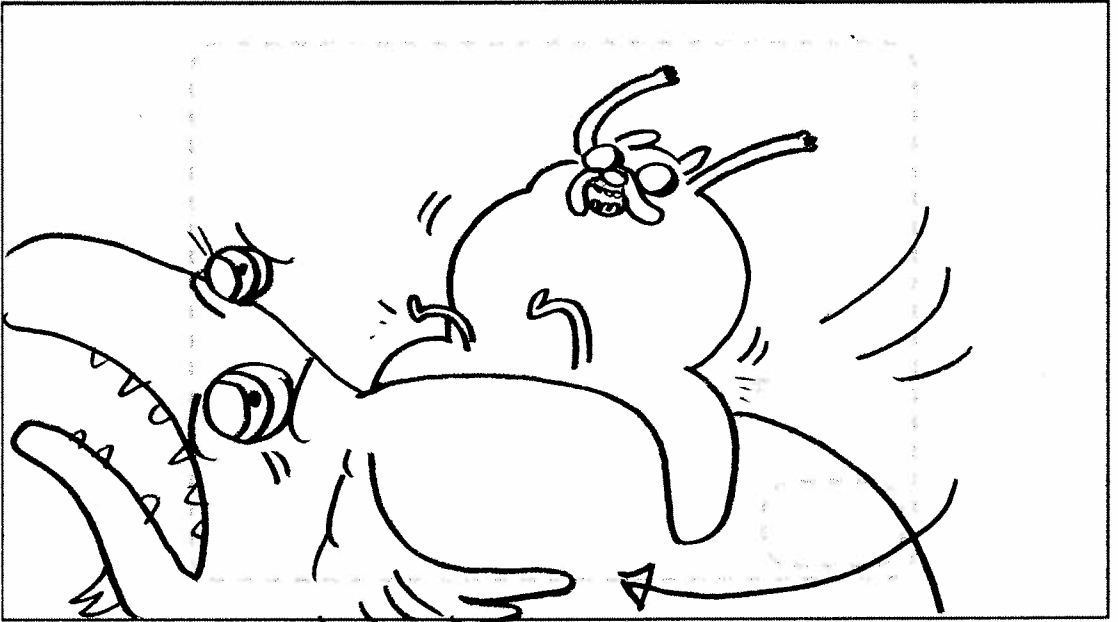
ADVENTURE TIME



Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



Dialog:  
JAKE - HA HA HA HA!

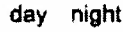
Action:  
NEWT TRIES TO SHAKE JAKE OFF; JAKE FARTS ON THE NEWT'S NECK  
EVERYTHING IS IN SUPER SLOW MOTION

Timing:  
(JAKE DEFLATES AS HE FARTS ONE HUGE LONG TOOT)

EPISODE #

Production :

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**Sc.**

14

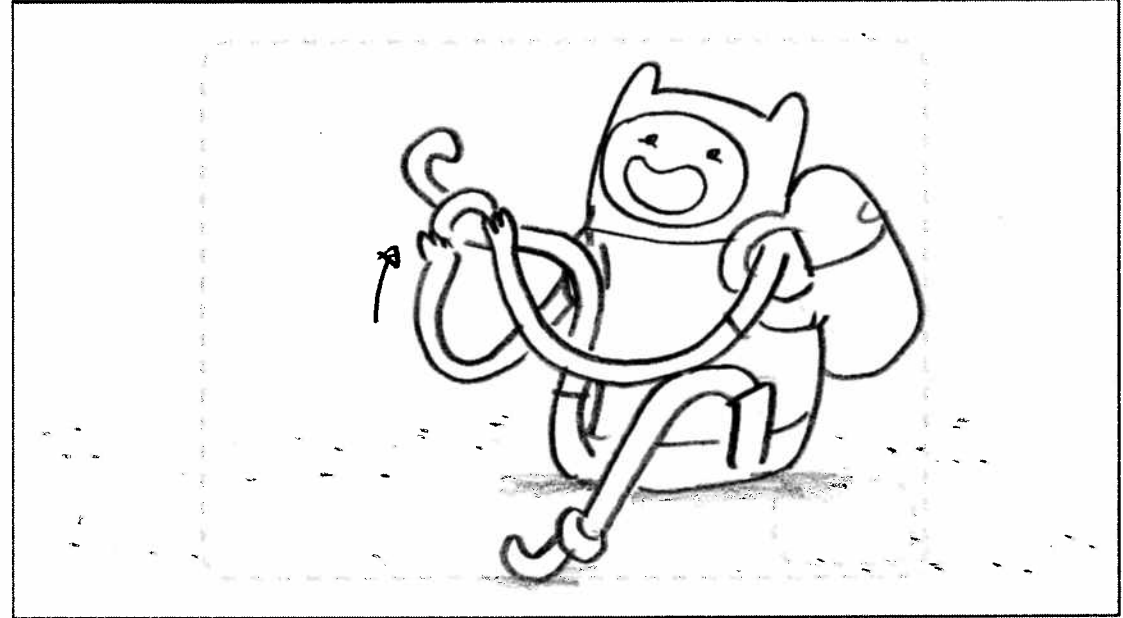
**Pnl.**

A

**Bg.**

Page 20

day night



JAKE - HA HA HA!

FINN-

IM COMIN JAKE!

**Action:**

(FINN GOES TO TAKE OFF SHOE)

**Timing:**

**EPISODE #**

**Production :**

# ADVENTURE TIME



Sc.

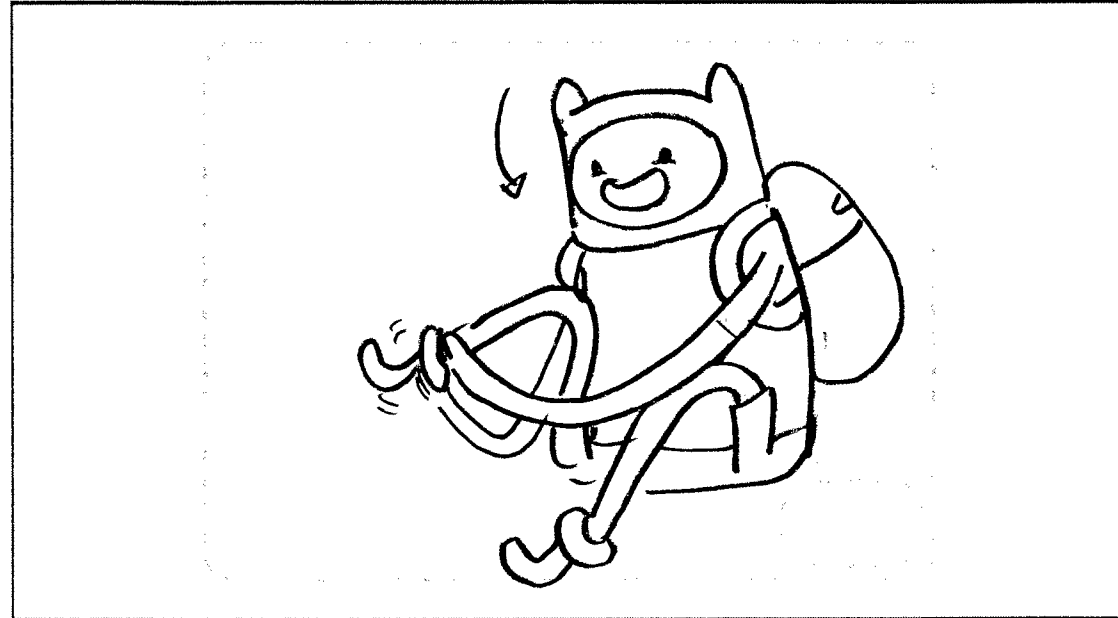
14

Pnl.

B

Bg.

day night



Sc.

14

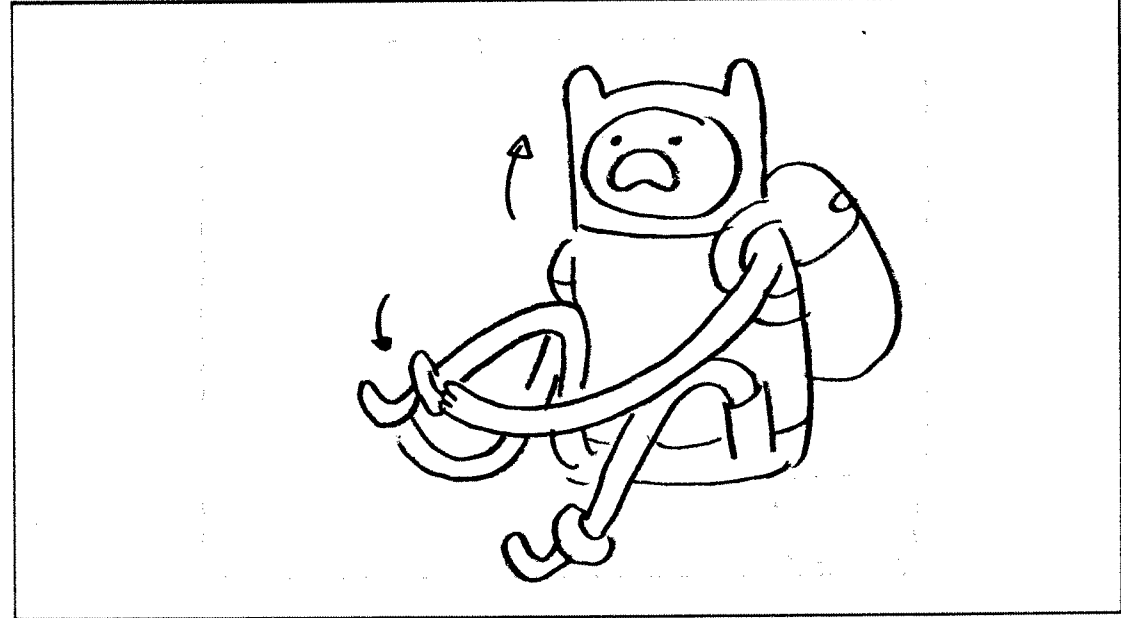
Pnl.

C

Bg.

day night

Page 21



Dialog:

FINN- HA HA HA--

FINN- HUH?

Action:

(TAKING OFF SHOE)

Timing:

EPISODE #

Production :

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# ADVENTURE TIME



Sc. 15 Pnl. A Bg. day night

Sc. 15 Pnl. B Bg. day night

Dialog:	SFX: SCARY MUSIC
Action:	(WAVE CRASHES HARD)
Timing:	

EPISODE #  
  
Production :

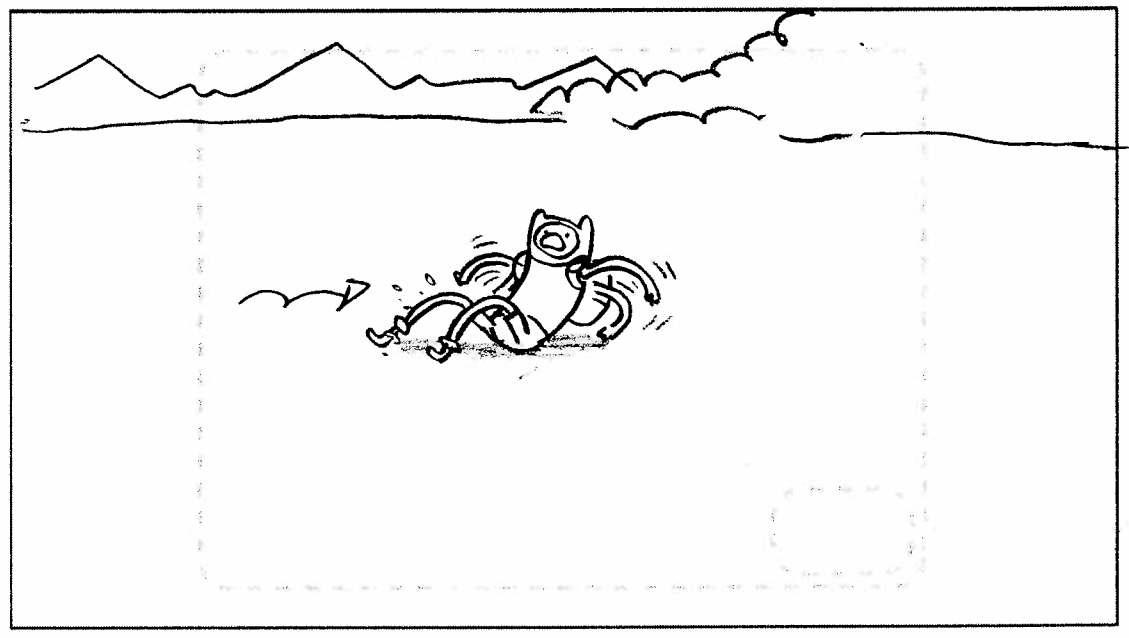
ADVENTURE TIME



Sc. 16 Pnl. A Bg. day night



Sc. 17 Pnl. A Bg. day night



Dialog:	FINN- AAAAAH!
Action:	(FINN SCRAMBLES BACK)
Timing:	

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EPISODE #

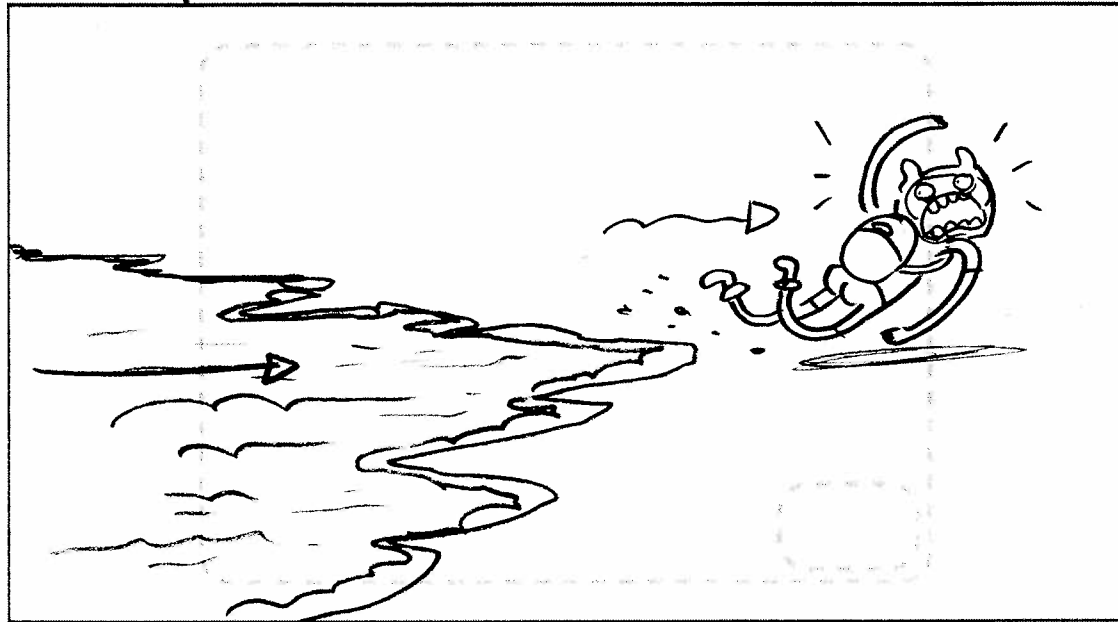
Production :

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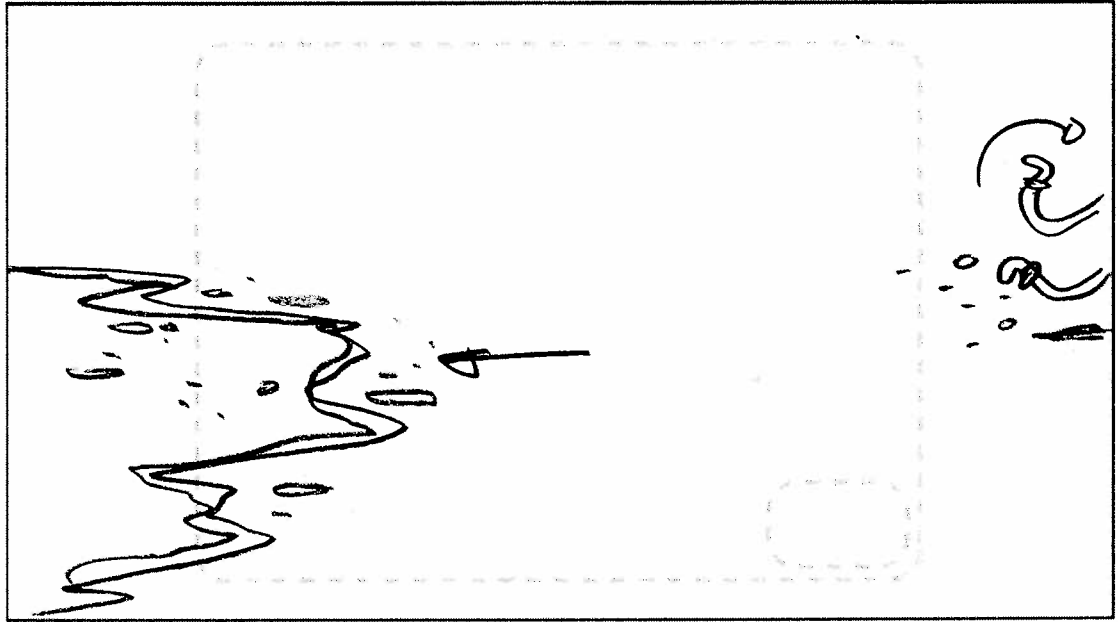
# ADVENTURE TIME



Sc. 17 Pnl. B Bg. day night



Sc. 17 Pnl. C Bg. day night



Dialog:	FINN- AAAH!	
Action:	(OCEAN COMES IN)	(OCEAN RECEDES)
Timing:		

EPISODE #

Production :

# ADVENTURE TIME



Sc.

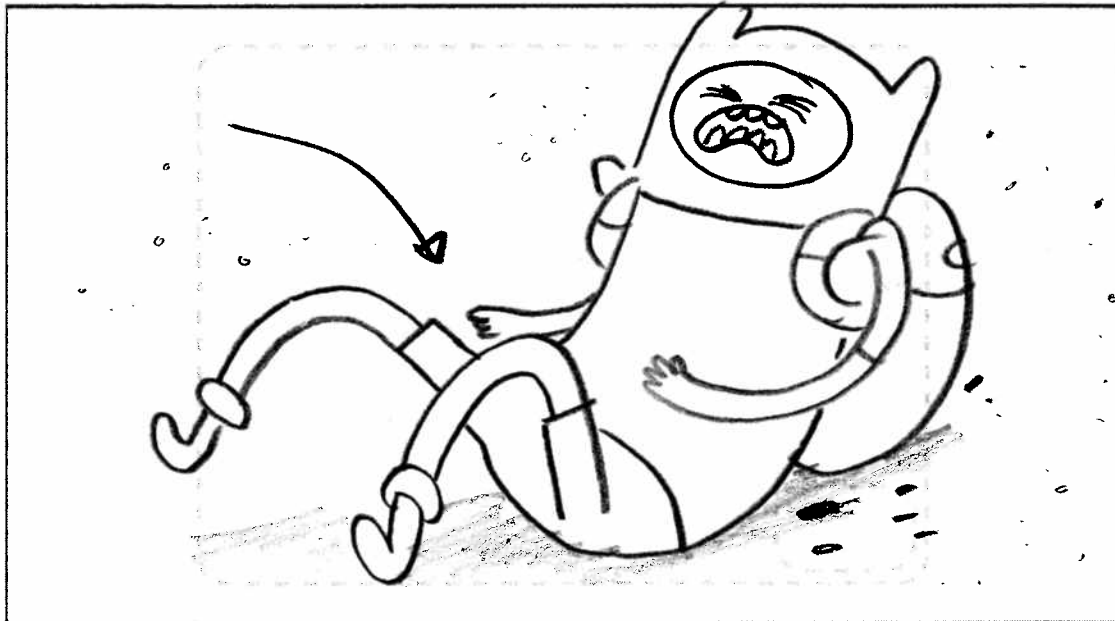
18

Pnl.

A

Bg.

day night



Sc.

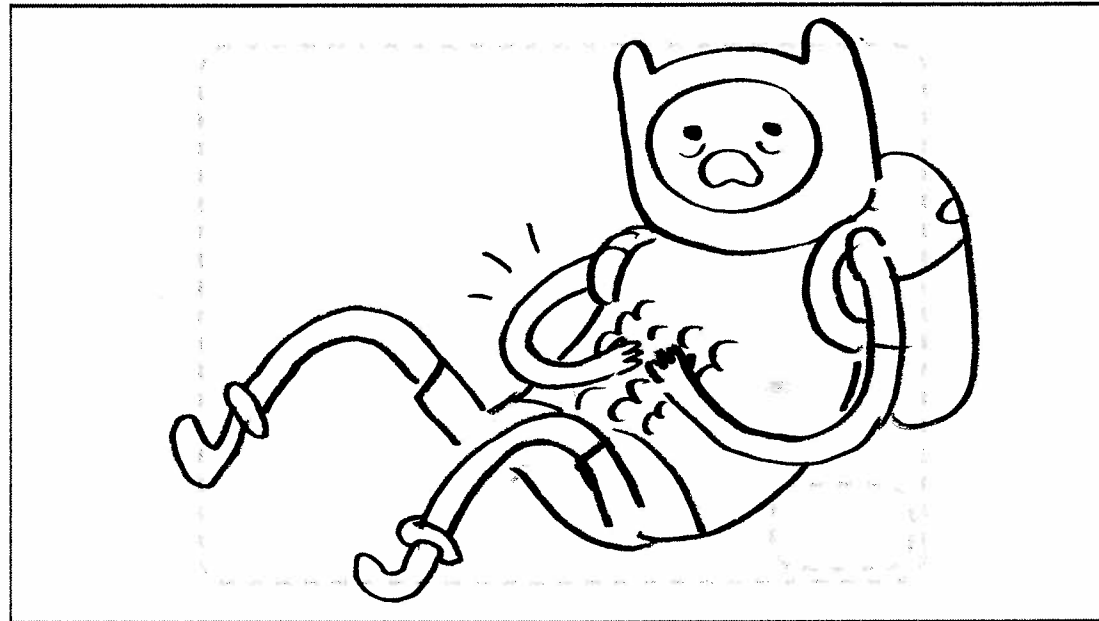
18

Pnl.

B

Bg.

day night



Dialog:

FINN - OOF!

FINN - WHA??

Action:

(FINN GRABS HIS STOMACH)

Timing:

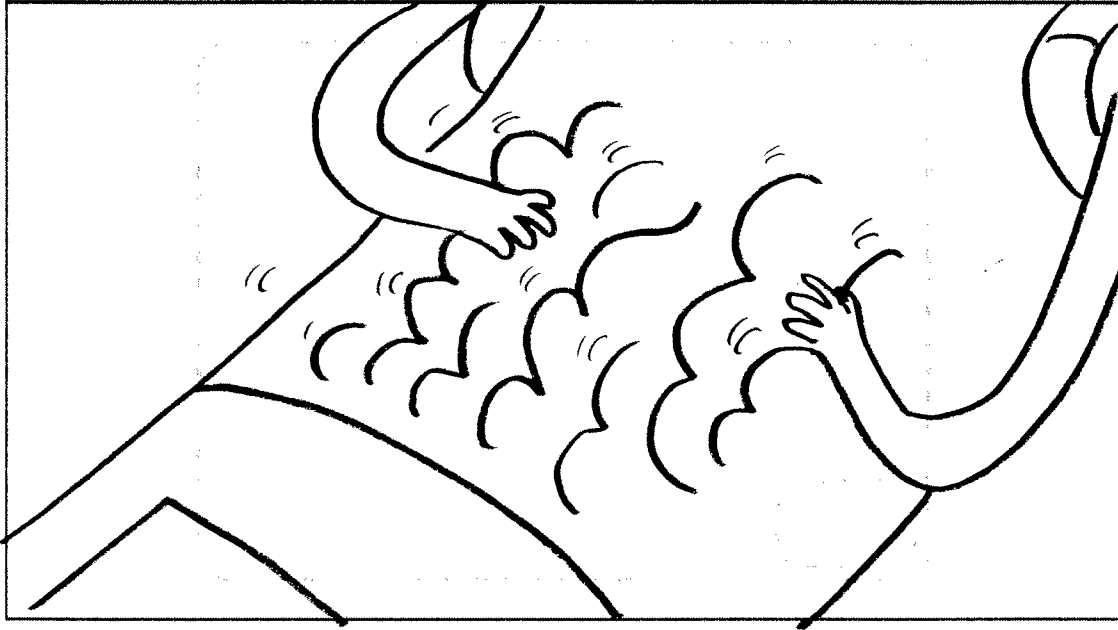
EPISODE #

Production :

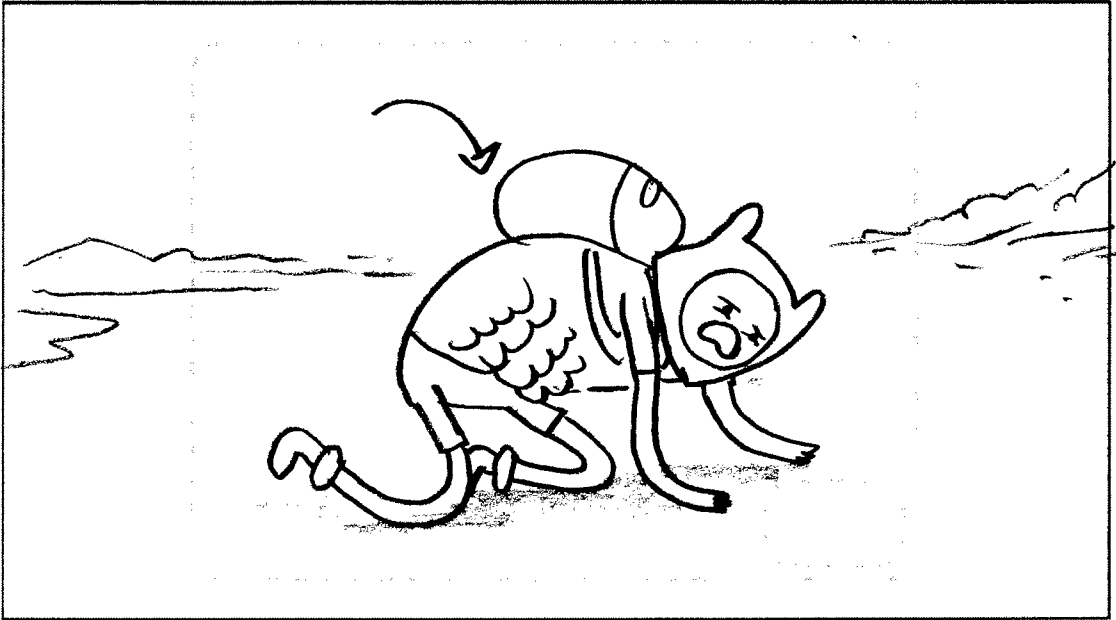
ADVENTURE TIME



Sc. 19 Pnl. A Bg. day night



Sc. 20 Pnl. A Bg. day night



Dialog:	FINN - WHAT'S GOIN ON WITH MY STOMACH??	FINN - AWW...
Action:	(STOMACH STARTS GOIN NUTS!)	(ROLLS OVER)
Timing:		

EPISODE #

Production :



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**Sc.**

20

**Pnl.**

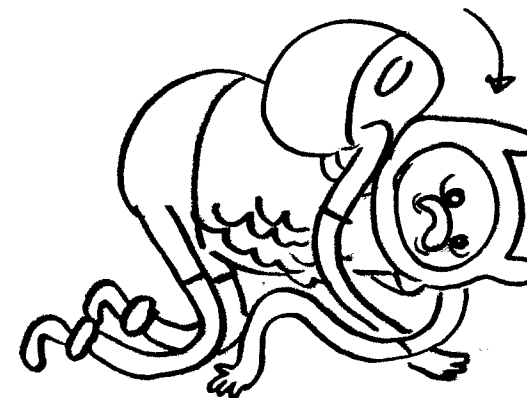
△

**Bg.**

Page

27

**day night**



FINN- HEY, I KINDA FEEL BETTER IF I--

FINN - AAAWWWWW.....

**Action:**

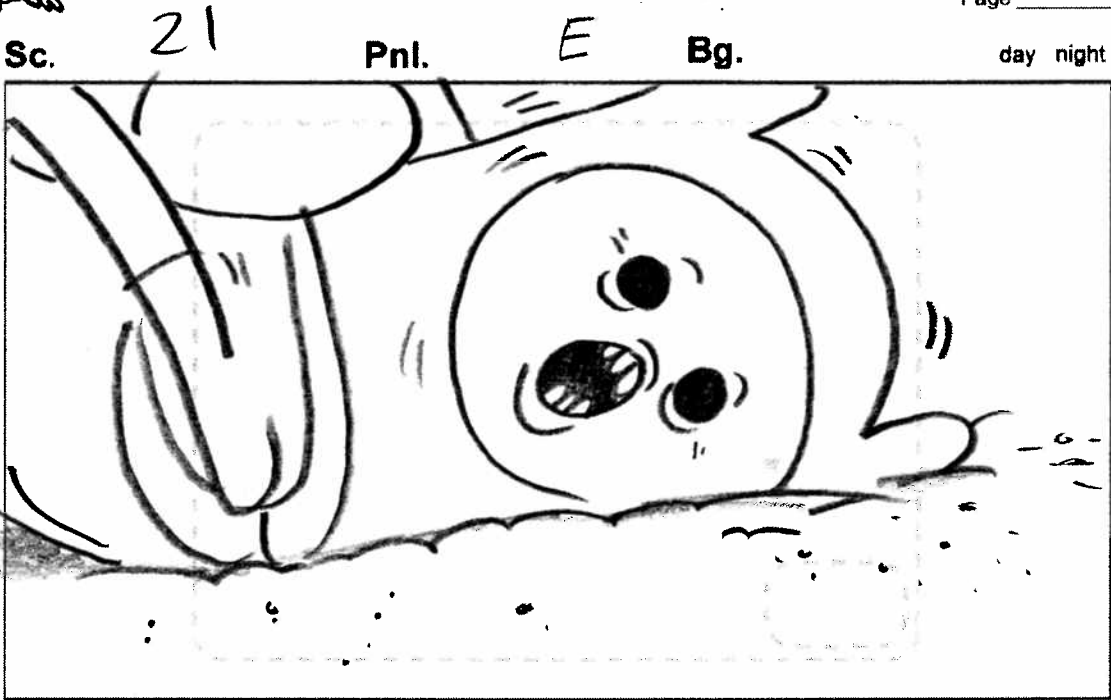
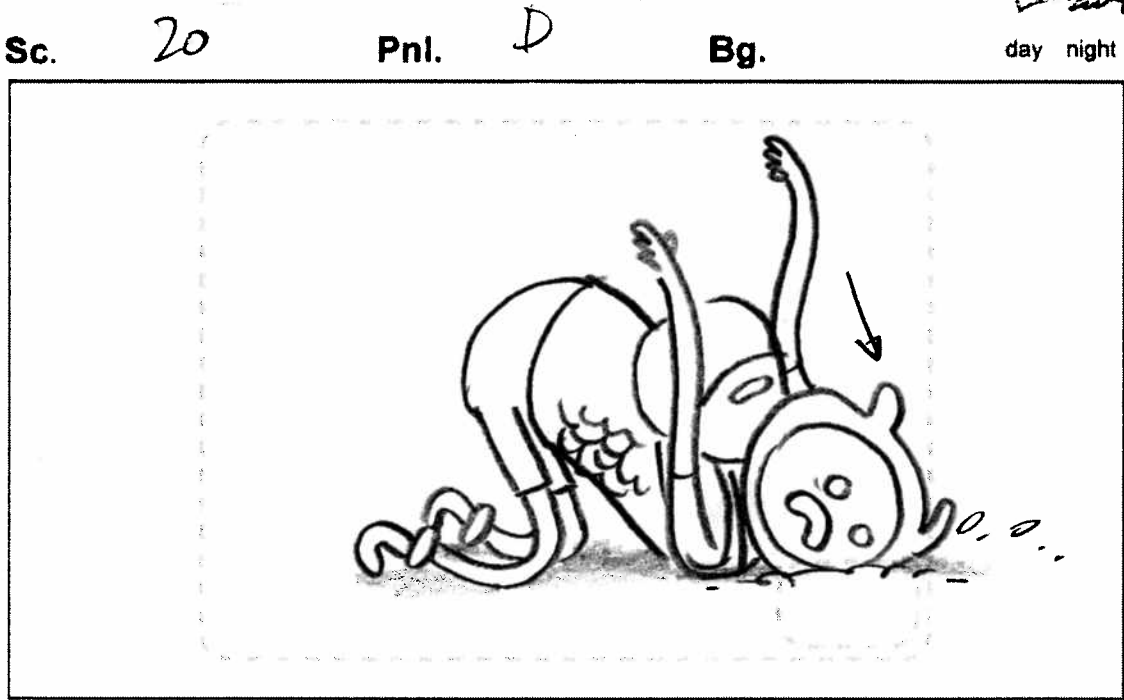
(STOMACH RUMBLING)

**Timing:****EPISODE #**

**Production :**

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ADVENTURE TIME



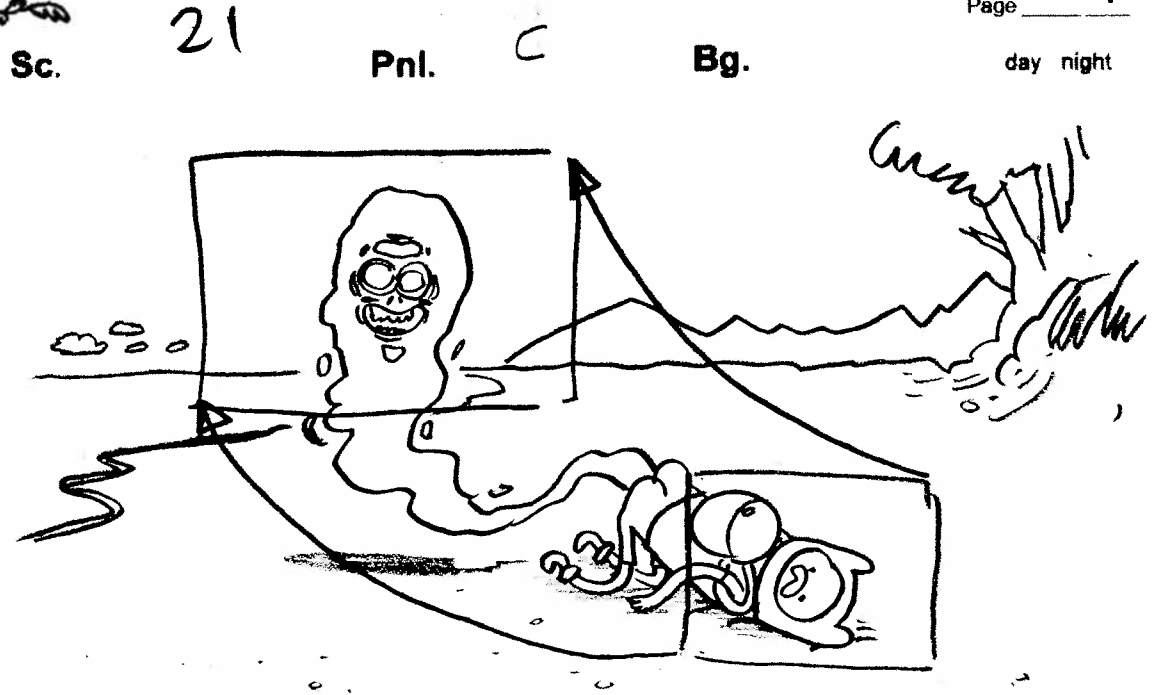
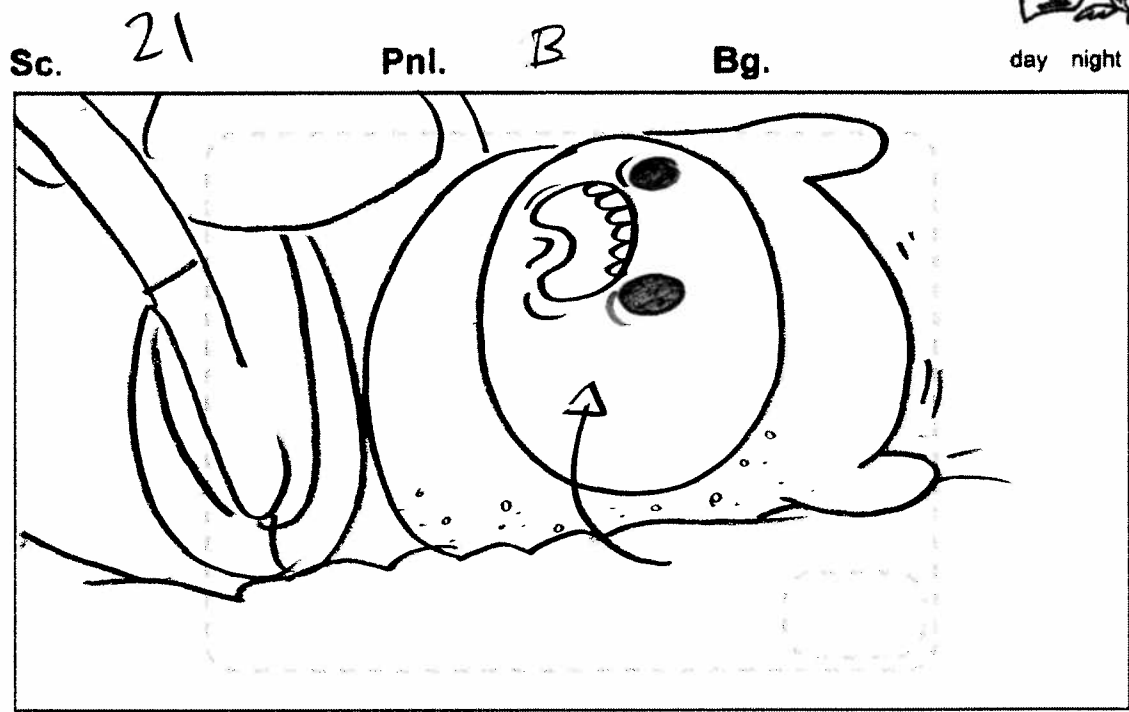
Dialog:	SFX (OIS) HUGE LONG TOOT
Action:	(FINNS BODY VIBRATES)
Timing:	

EPISODE #

Production :

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ADVENTURE TIME



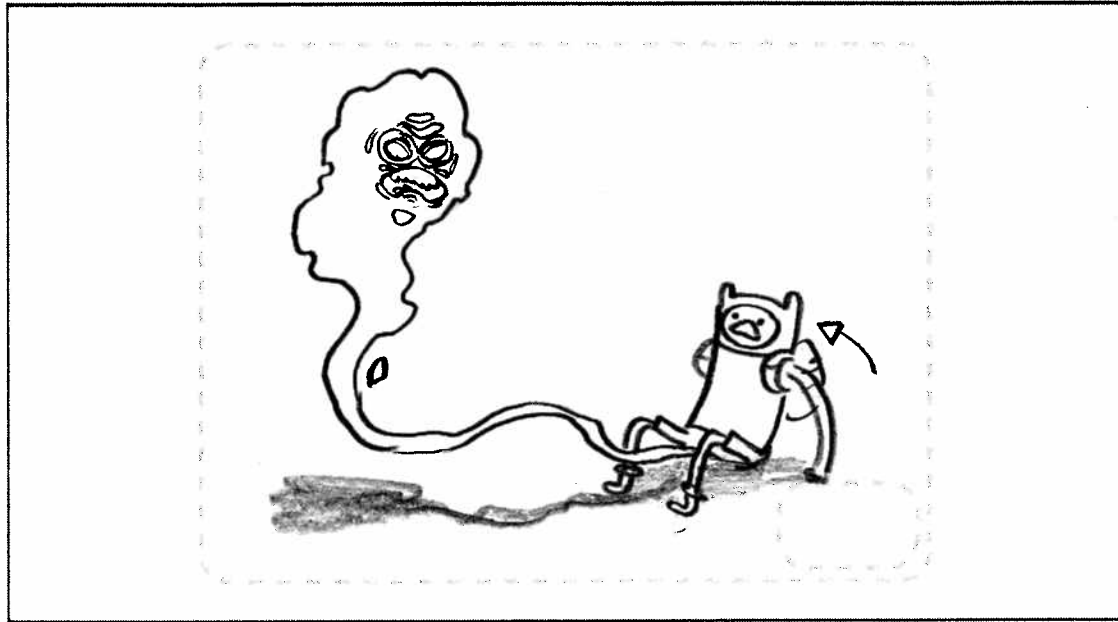
Dialog:	Fear Feaster : (Laughter)
Action:	
Timing:	

EPISODE #  
Production :

ADVENTURE TIME



Sc. 22 Pnl. A Bg. day night

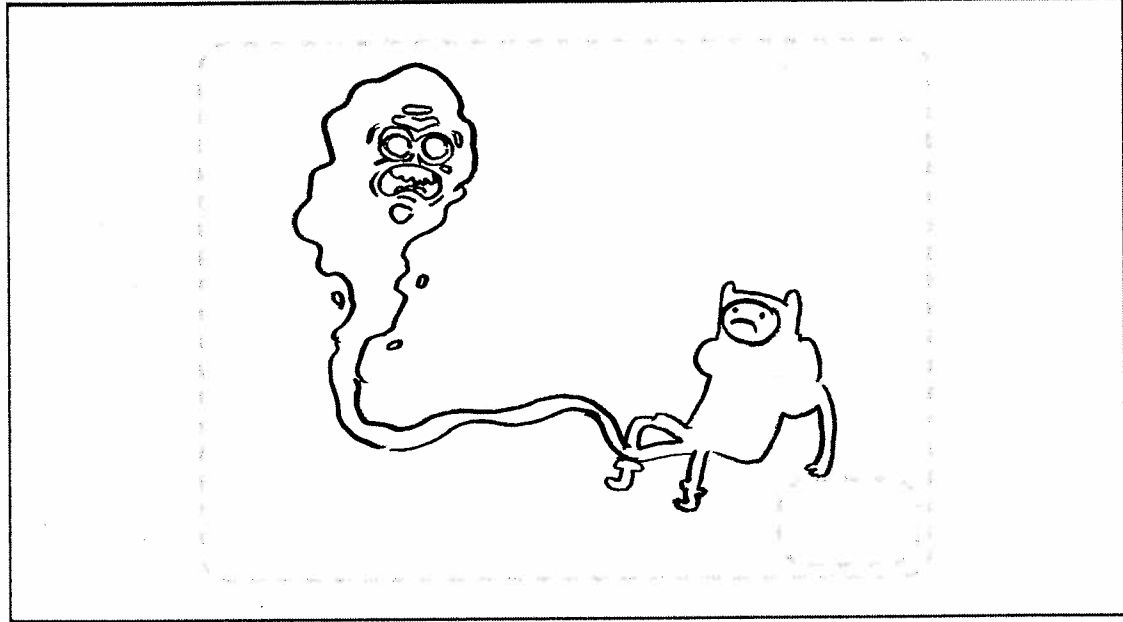


Dialog:  
FINN- WHO ARE YOU?

Action:

Timing:

Sc. 22 Pnl. B Bg. day night



Dialog:  
FEAR FEASTER- I'M YOUR FEAR

EPISODE #

Production :

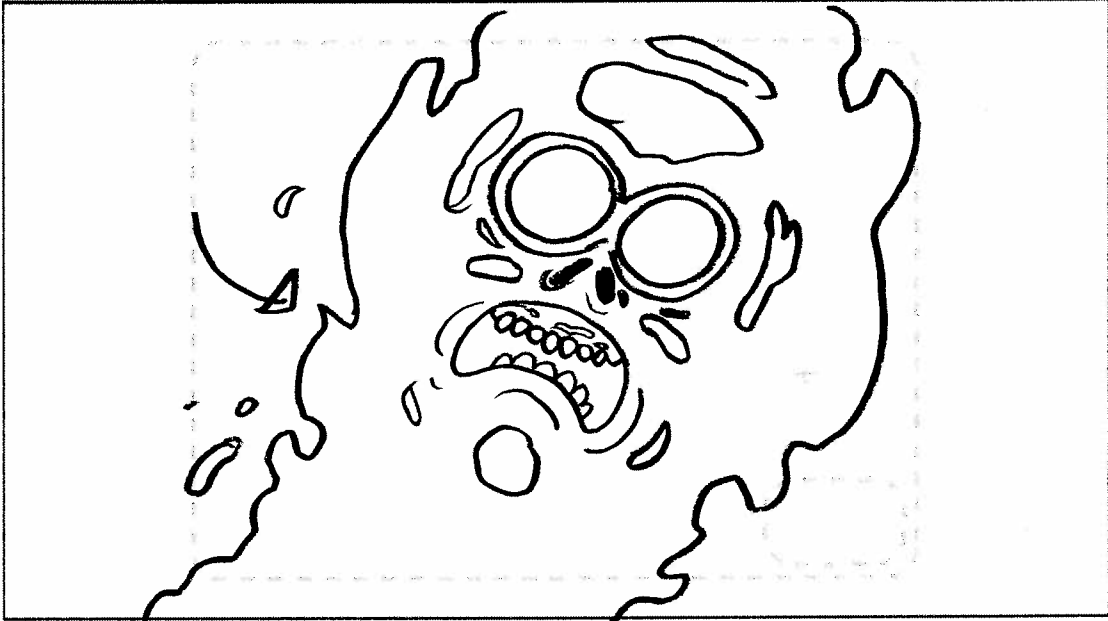
ADVENTURE TIME



Sc. 23 Pnl. A Bg. day night



Sc. 23 Pnl. B Bg. day night



Dialog:	
FF - FEAR...	FF - OF THE <u>OCEAN</u> !
Action:	
Timing:	

EPISODE #

Production :

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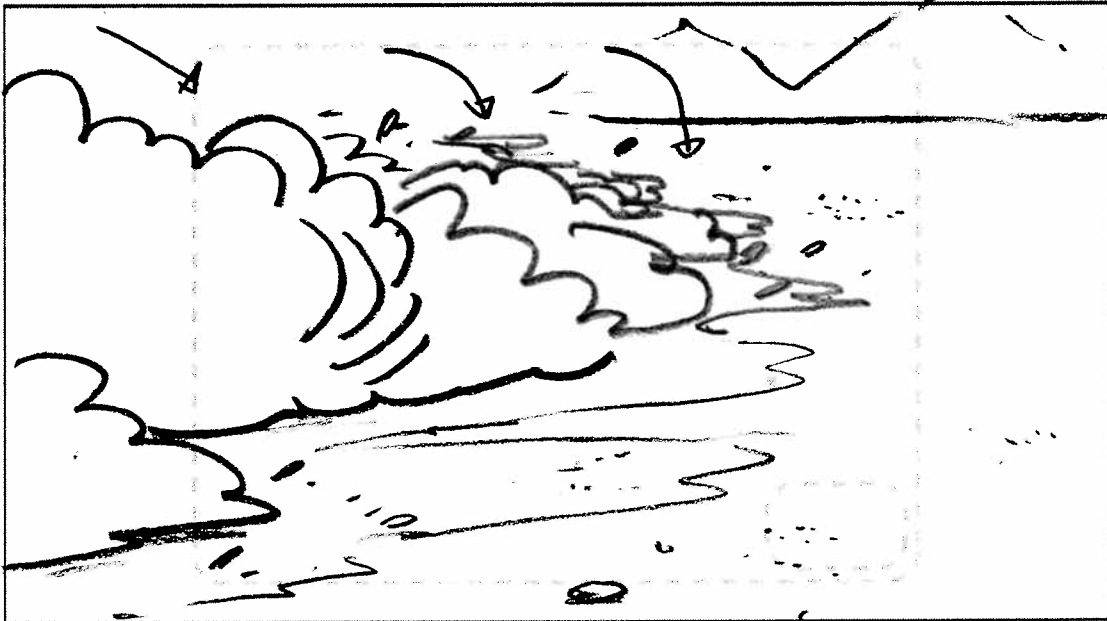
ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog:	FINN - WHAT? IM NOT AFRAID OF THE --	SFX: BOOSH!
Action:	(WAVE CRASHES ON BEACH!)	
Timing:		

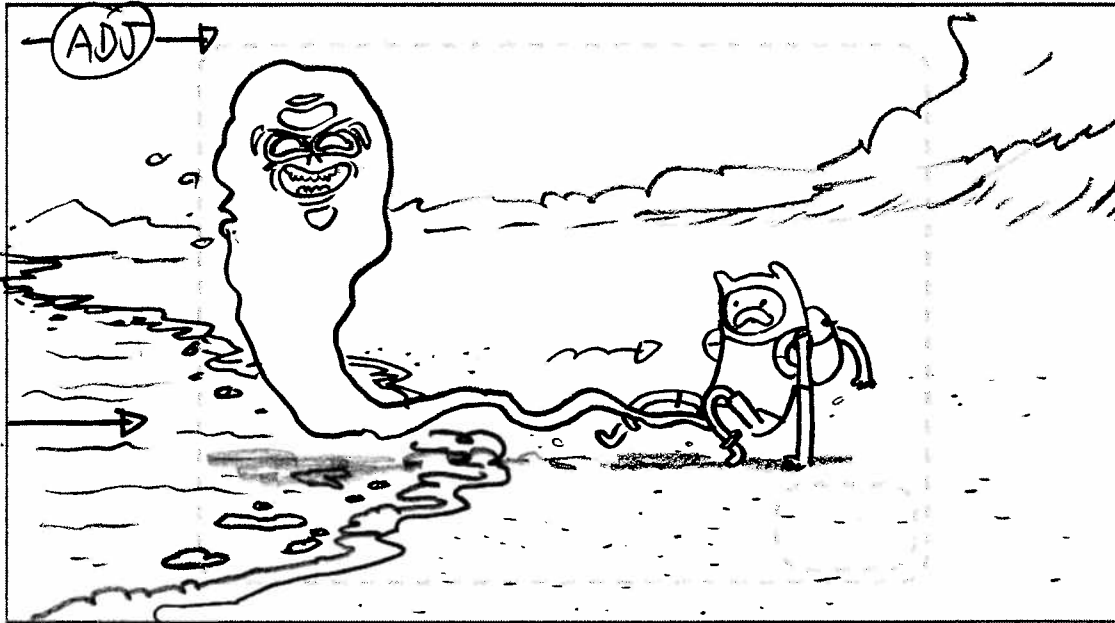
EPISODE #

Production :

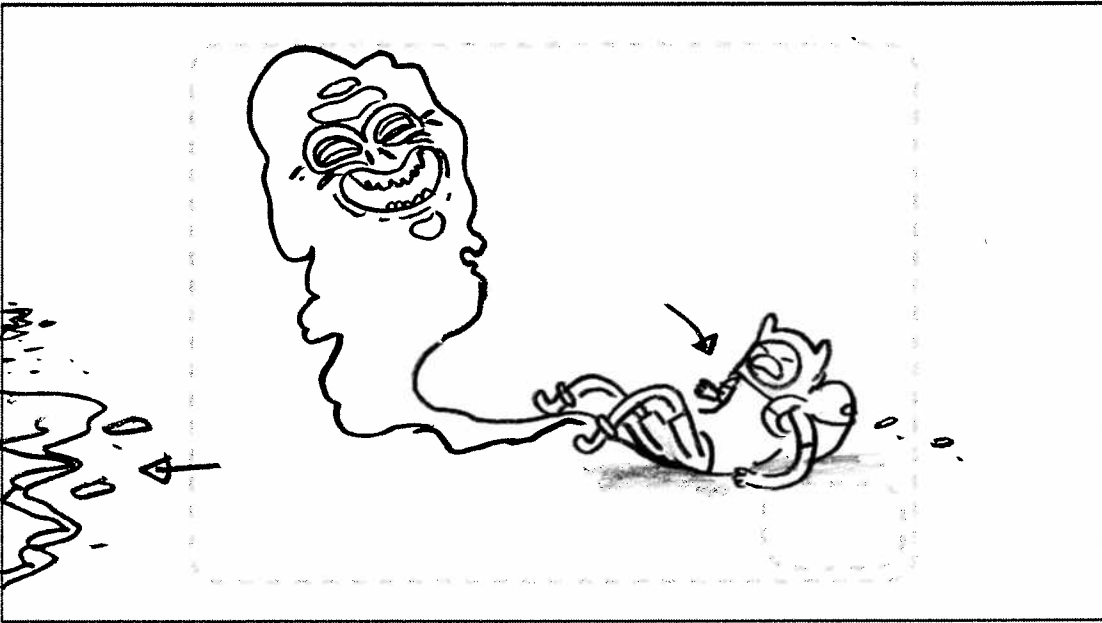
ADVENTURE TIME



Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



Dialog:	FINN - AAAA!	FINN - OOF!	Fear Feaster - HA HA HA HA!
Action:	FINN STUMBLES BACK	(WAVE RECEDES.)	(FINN FALLS)
Timing:			

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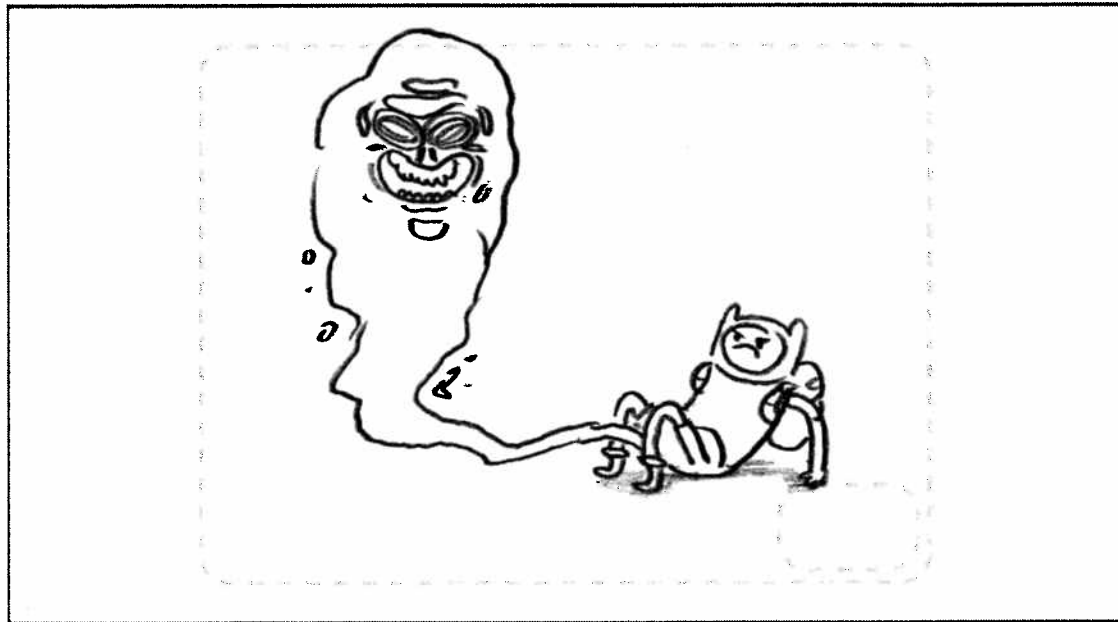
EPISODE #

Production :

ADVENTURE TIME



Sc. 26 Pnl. C Bg. day night

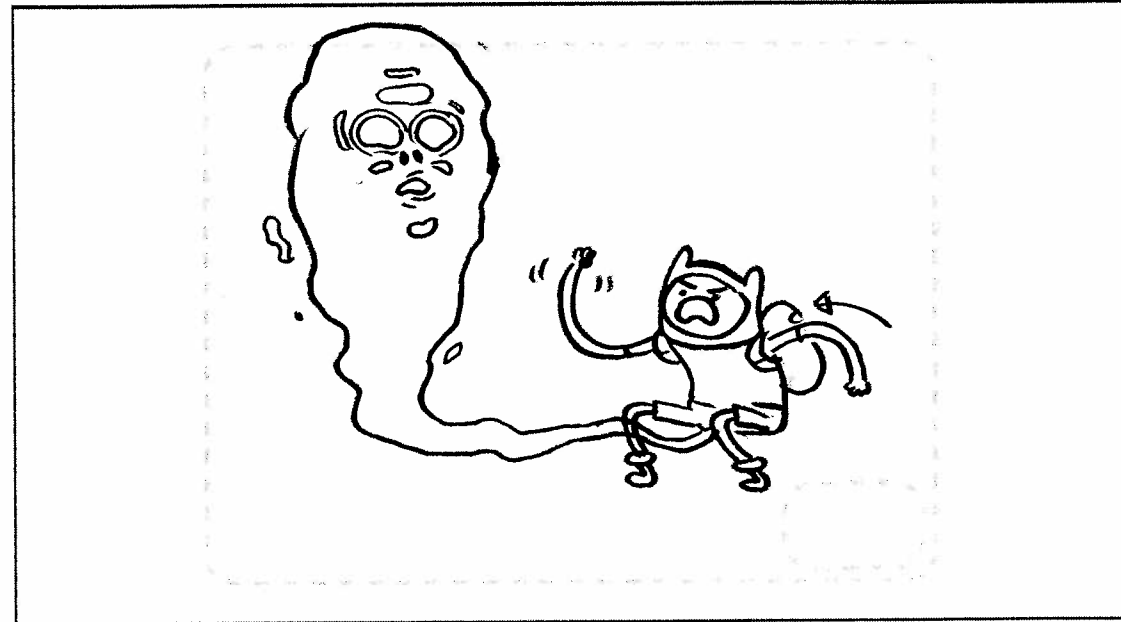


Dialog:  
F.F. - YOU'RE A WUSS.

Action:

Timing:

Sc. 26 Pnl. D Bg. day night



Dialog:  
FINN- SHUT UP! IM NOT A WUSS!  
IM FINN THE HERO!

Action:

Timing:

EPISODE #

Production :

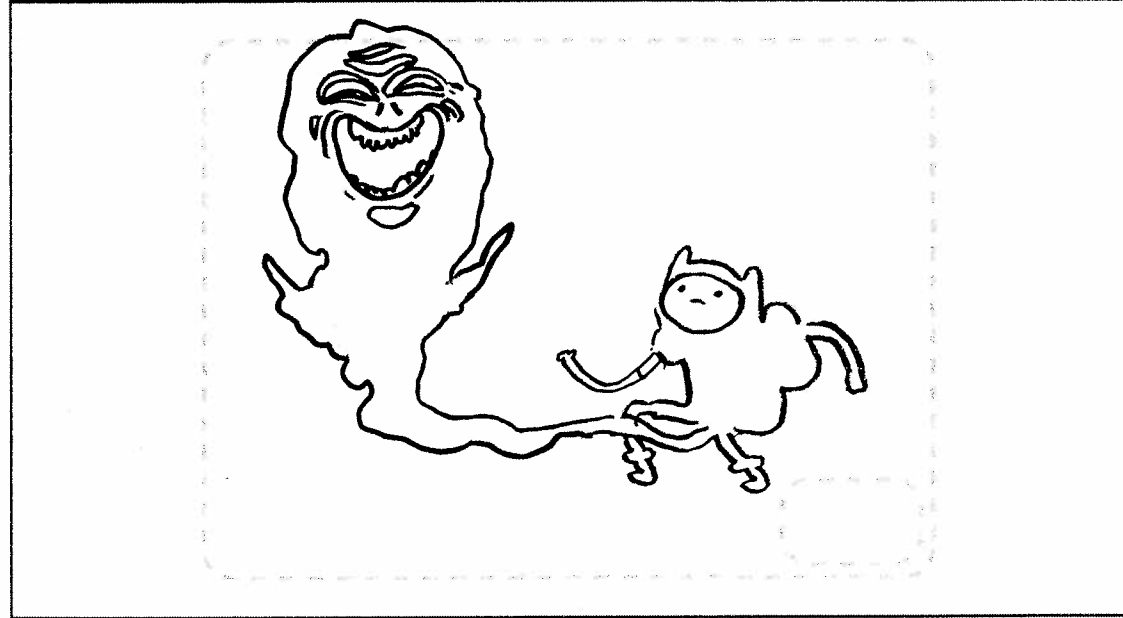


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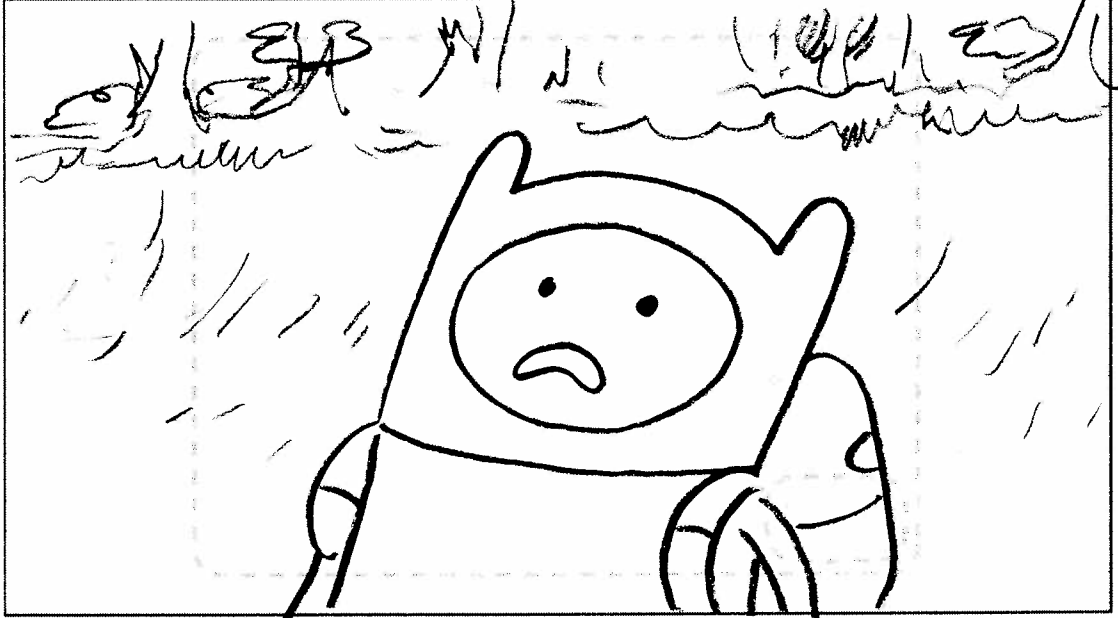
ADVENTURE TIME



Sc. 26 Pnl. E Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog:
FF - HA HA HA! YOU'RE NO HERO!      FF (OIS) - AND YOU NEVER WILL BE!
Action:
Timing:

EPISODE #

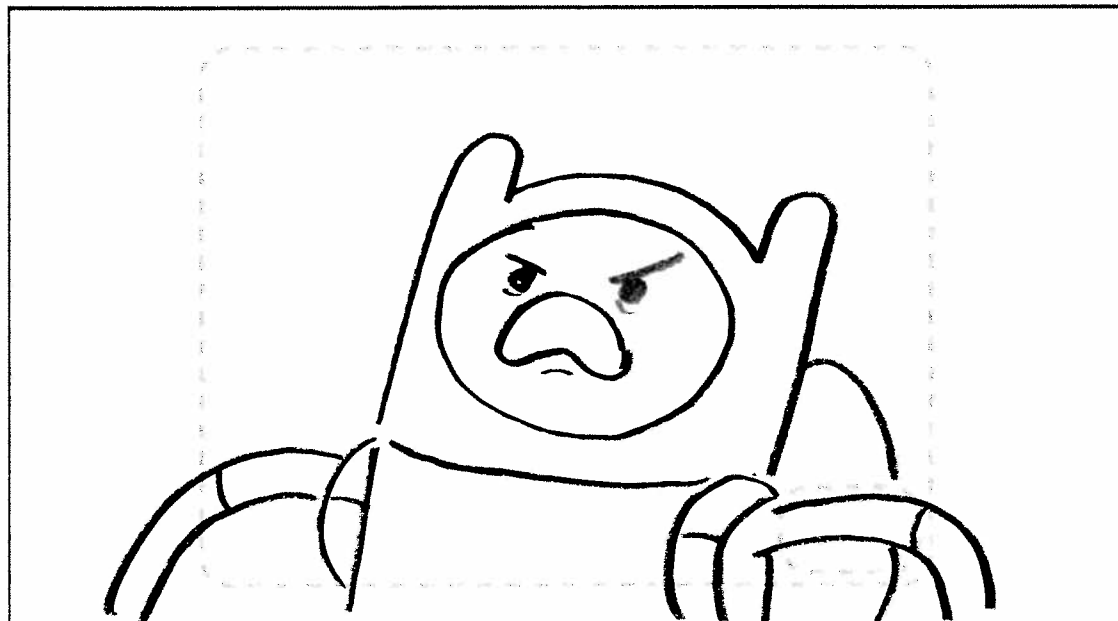
Production :

# ADVENTURE TIME

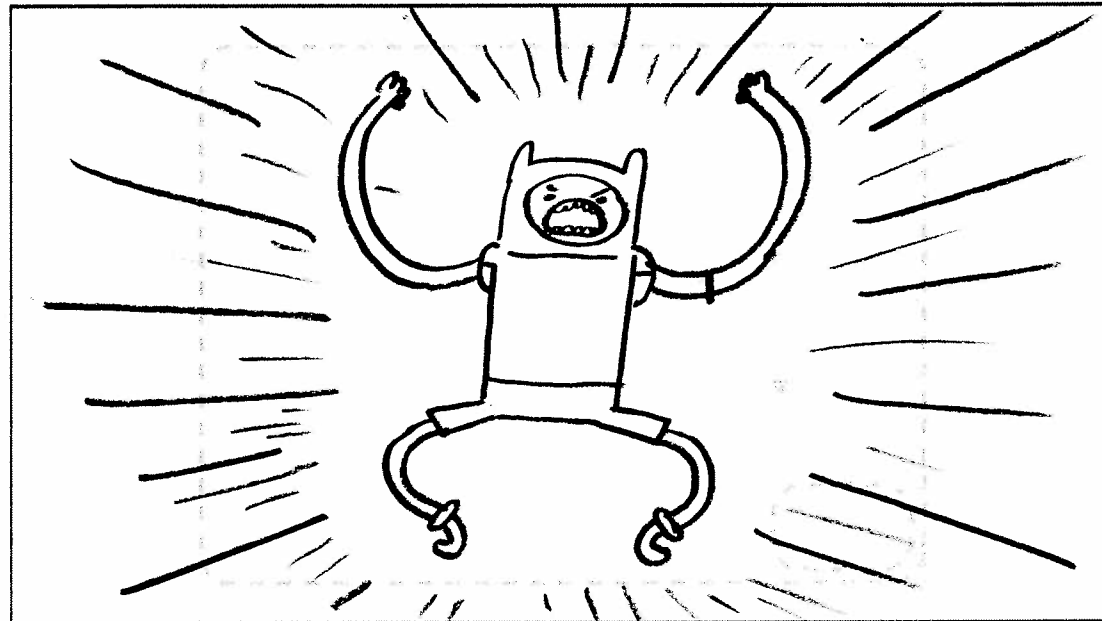


Page 36

Sc. 27 Pnl. B Bg. day night



Sc. 28 Pnl. A Bg. day night



Dialog:

FINN- NO!

FINN- I'M NOT SCARED  
OF ANYTHING!!!

Action:

Timing:

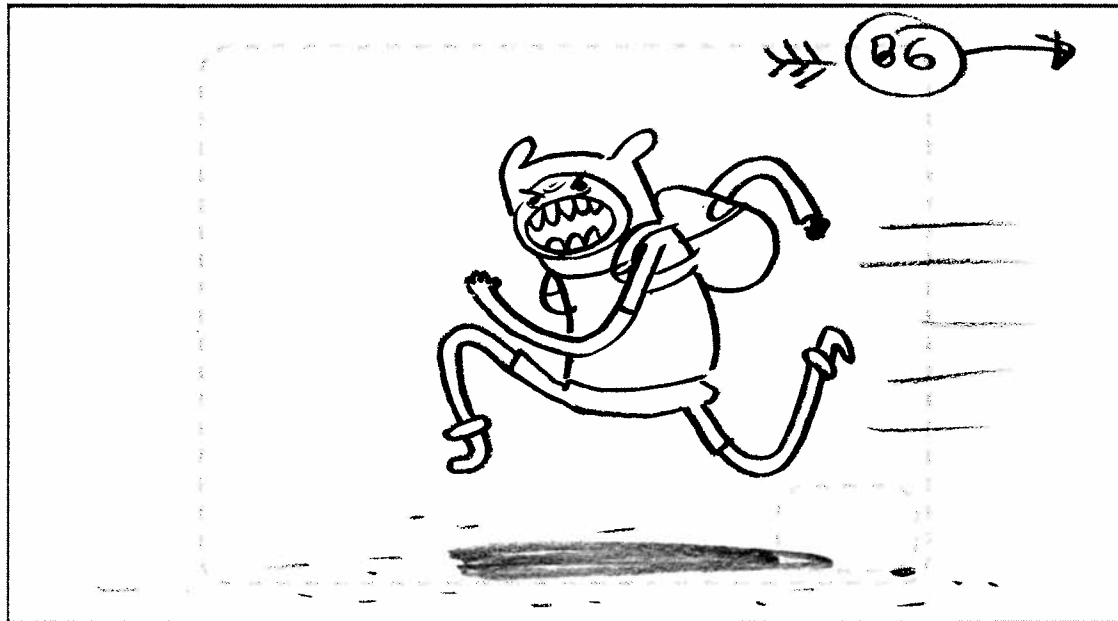
EPISODE #

Production :

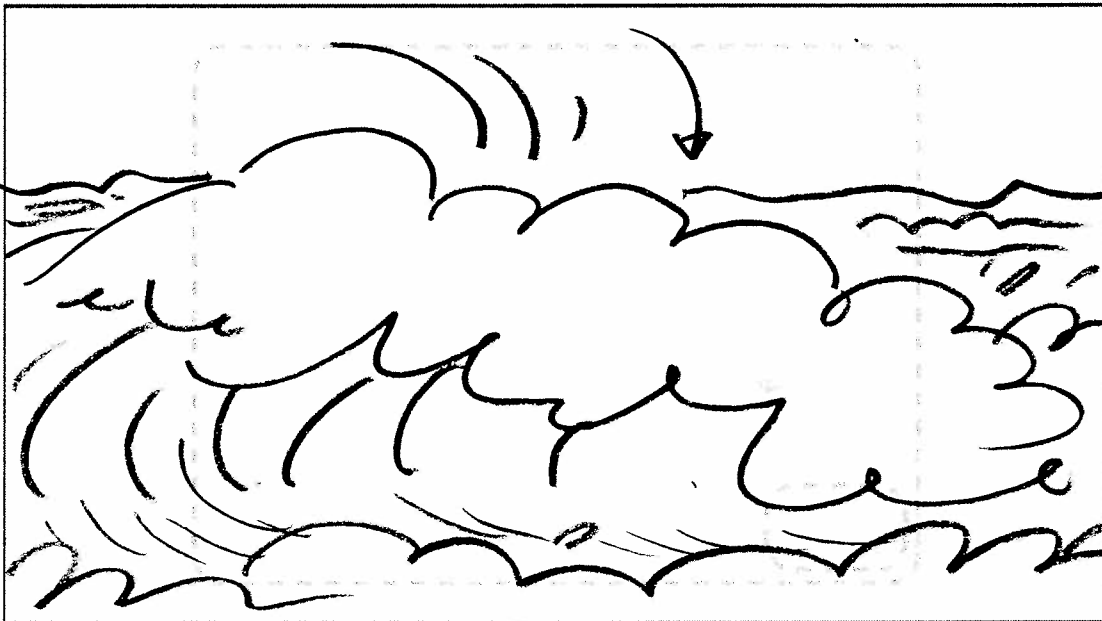
ADVENTURE TIME



Sc. 29 Pnl. A Bg. day night



Sc. 30 Pnl. A Bg. day night



Dialog:	FINN- AAAAAH!	SFX: SCARY MUSIC STING!
Action:	(RUNNING HARD)	(WAVE CRASHES)
Timing:		

EPISODE #  
  
Production :

# ADVENTURE TIME



Sc. 31 Pnl. A Bg. day night



Sc. 31 Pnl. B Bg. day night



Dialog:	FINN - EHH! NO! I DONT <u>WANT</u> TO BE AFRAID!
Action:	
Timing:	

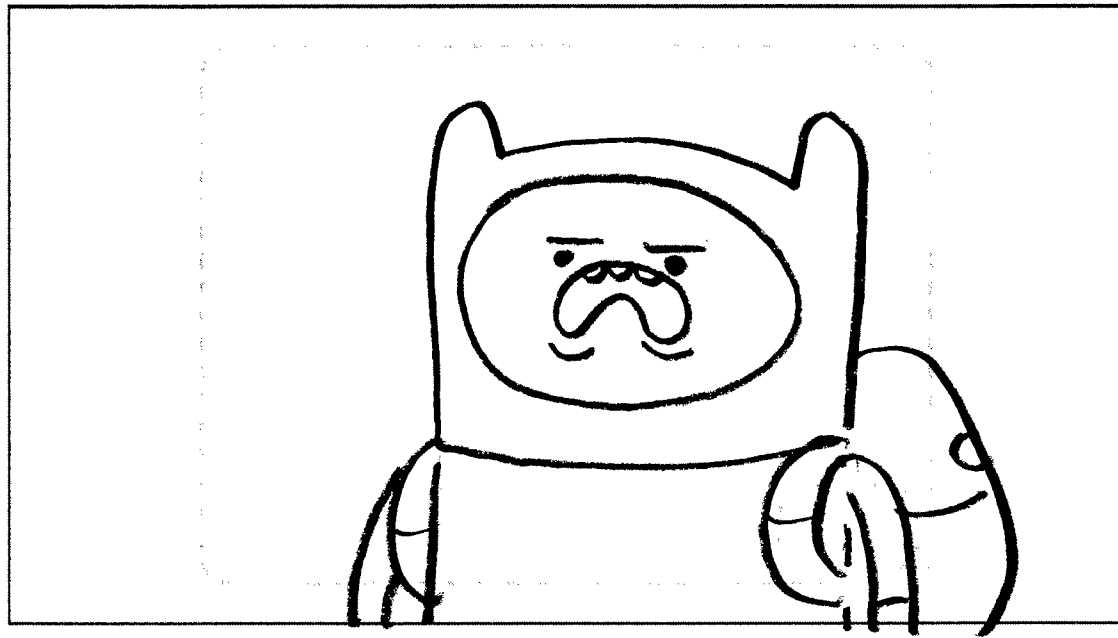
EPISODE #

Production :

ADVENTURE TIME



Sc. 31 Pnl. C Bg. day night

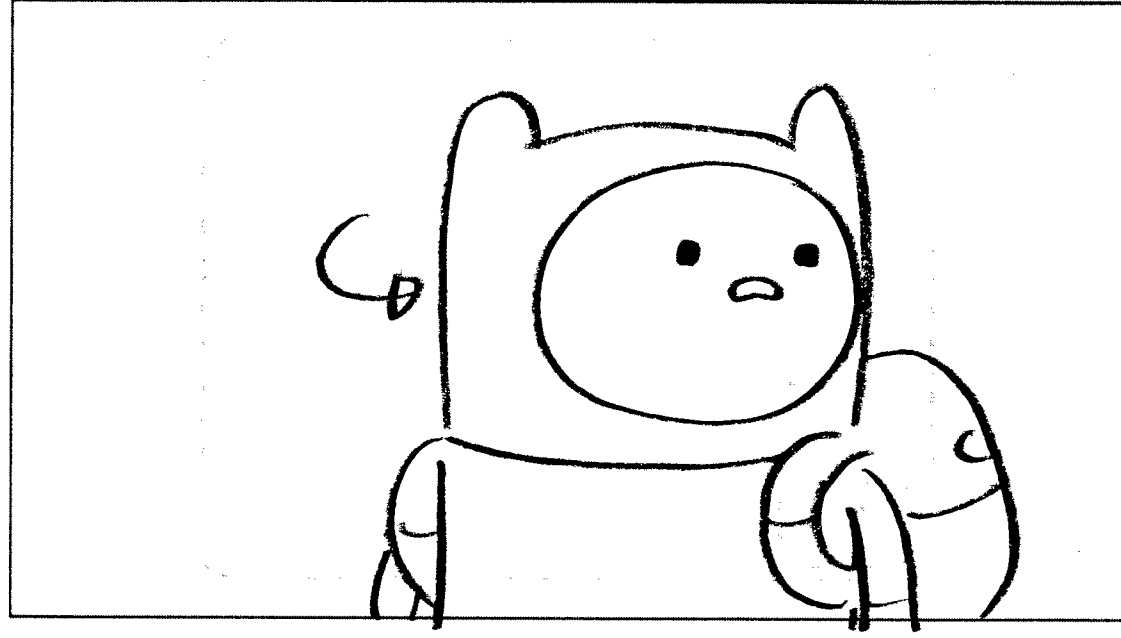


Dialog:  
FINN- I HAVE TO CONQUER MY FEAR.

Action:

Timing:

Sc. 31 Pnl. D Bg. day night

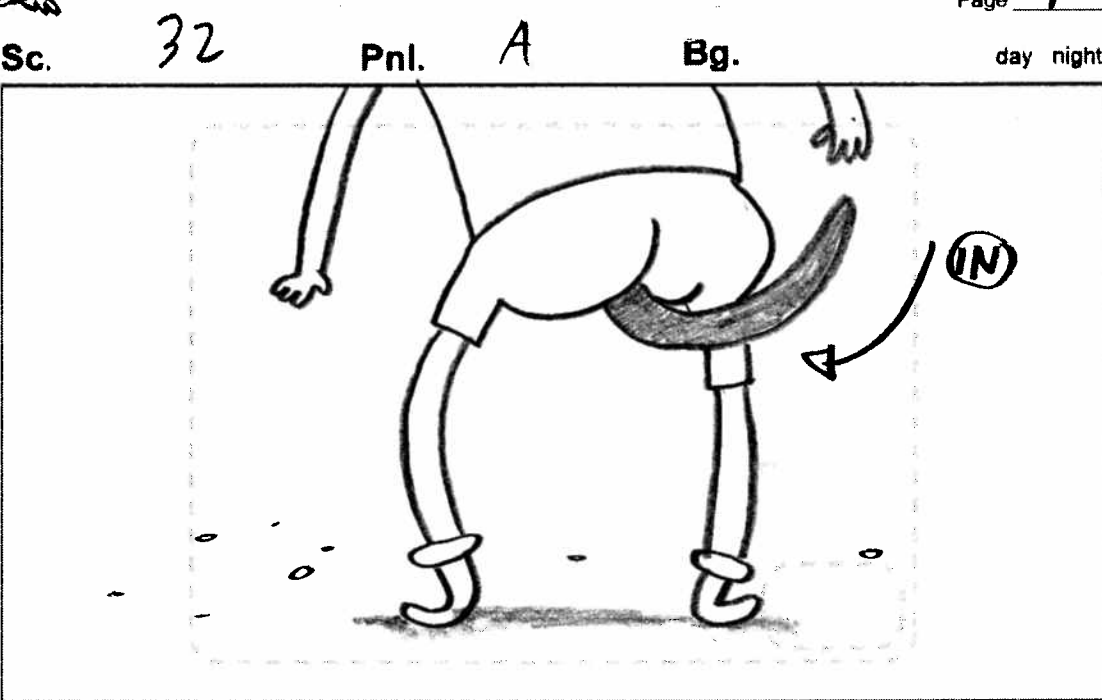
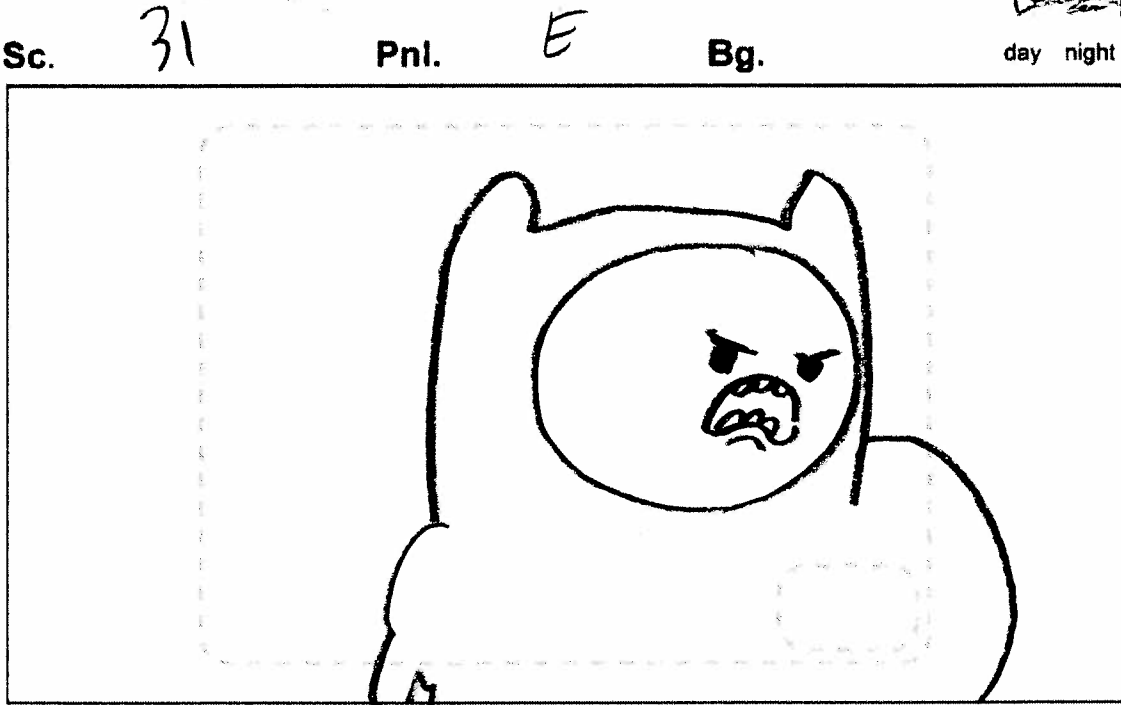


Dialog:  
FEAR FEASTER (O/S)- YEAH RIGHT.

Action:

Timing:

ADVENTURE TIME



Dialog:	
FINN - NO, I WILL! I'LL CONQUER MY FEAR!	FF - AND I LIVE IN A 2 BEDROOM APARTMENT THAT SMELLS LIKE ROSES.
BLACK FEAR (OIS) - OF COURSE YOU WILL,	
Action:	ALT: ...smells like Banana Bread
Timing:	

EPISODE #

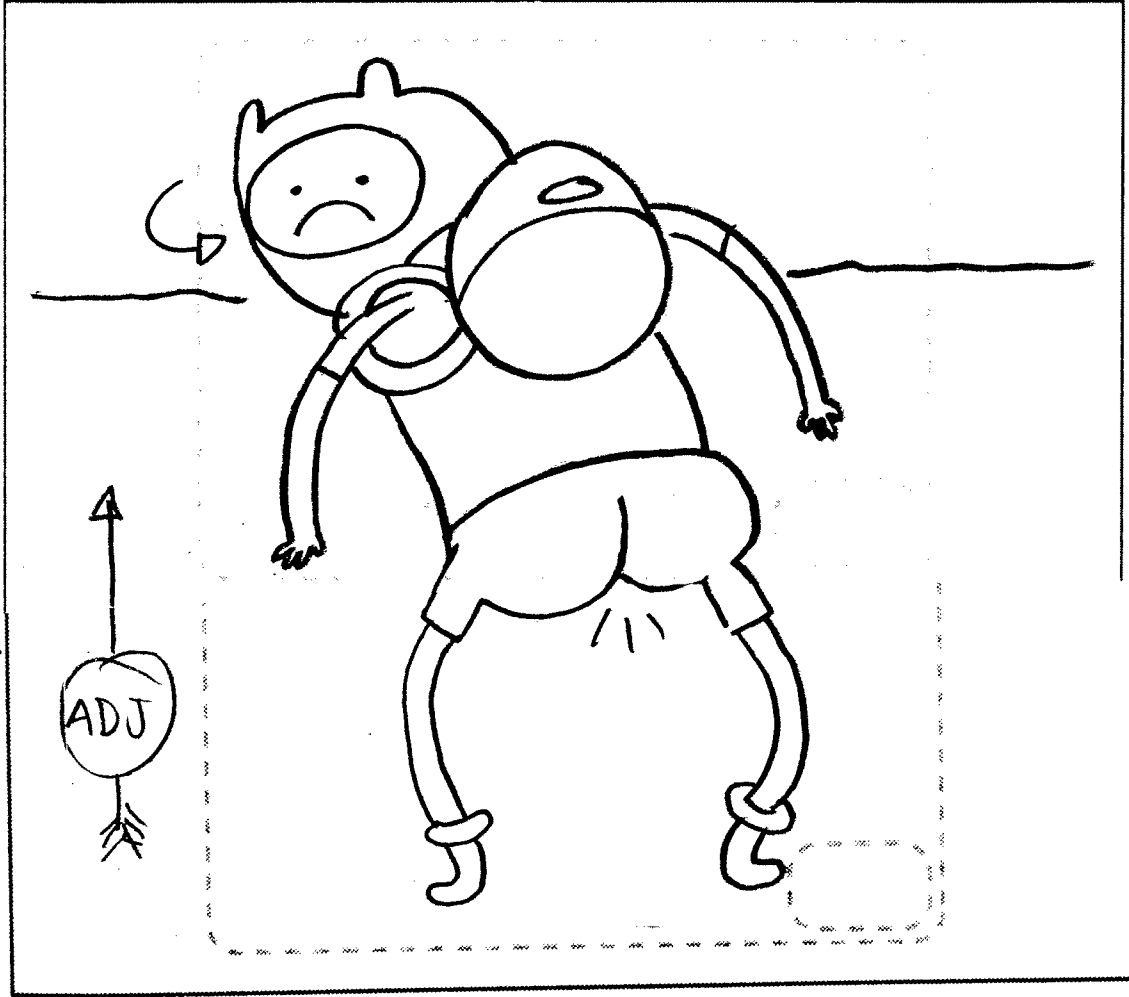
Production :

# ADVENTURE TIME

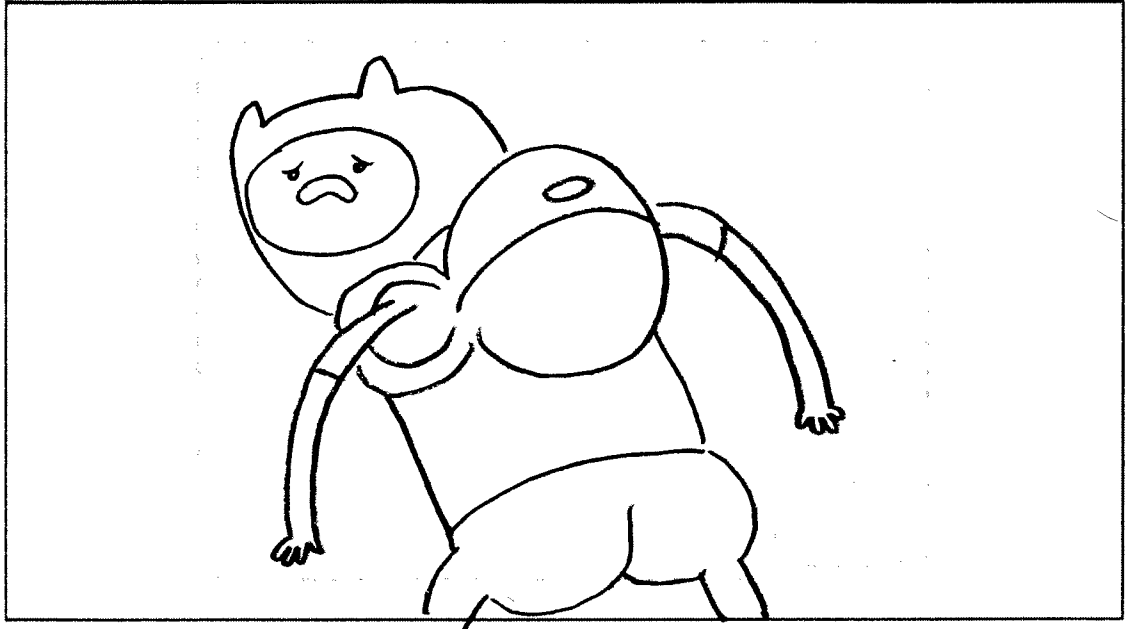


Page 41

Sc. 32 Pnl. B Bg. day night



Sc. 32 Pnl. C Bg. day night



FINN - sad noise

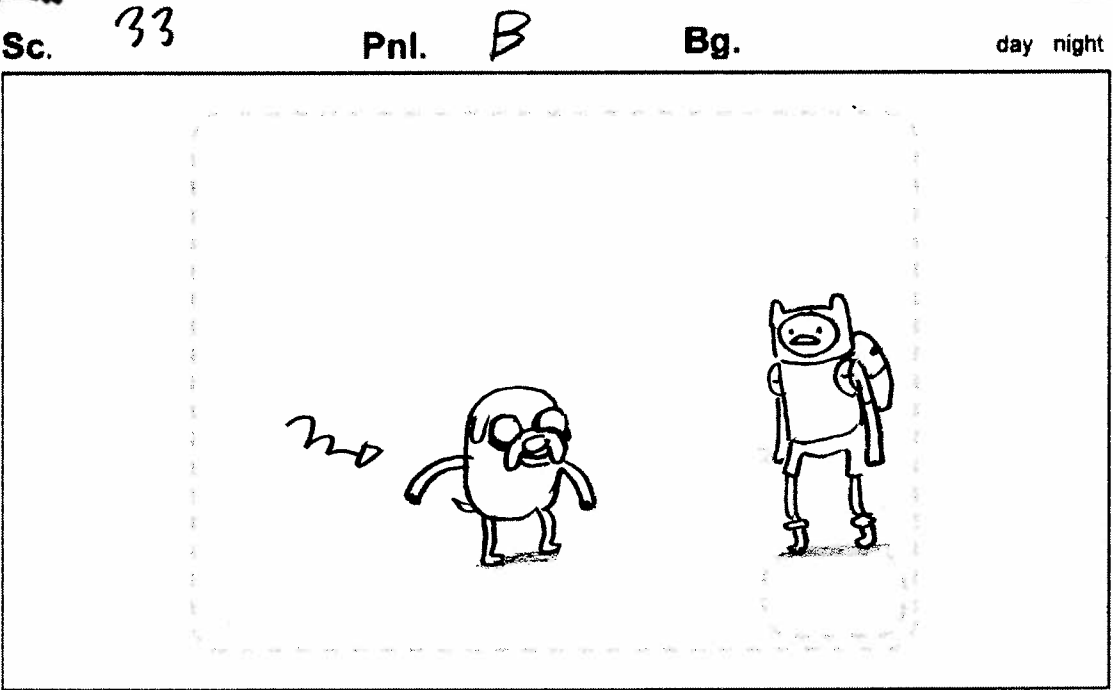
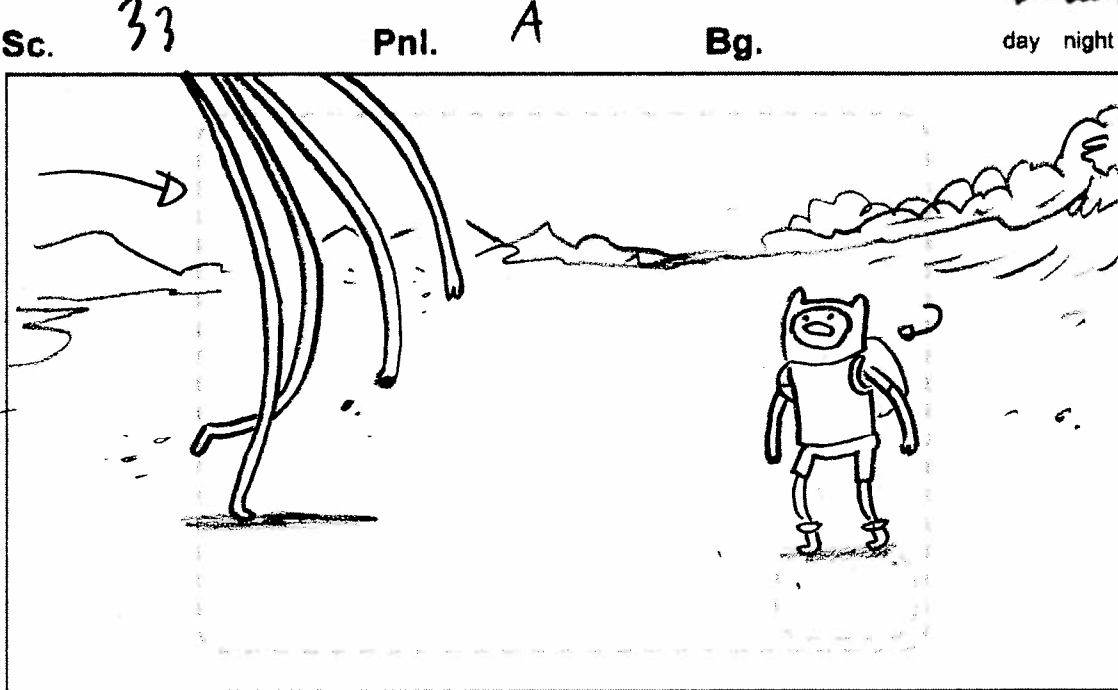
Timing: Fear Feaster - H A H A H A , NAH... SARCAISM

ALT: H A H A H A -  
BURN.

EPISODE #

Production :

ADVENTURE TIME



Dialog:	JAKE- DUDE!	JAKE - DUDE DID YOU SEE ME?
Action:		
Timing:		

EPISODE #

Production :

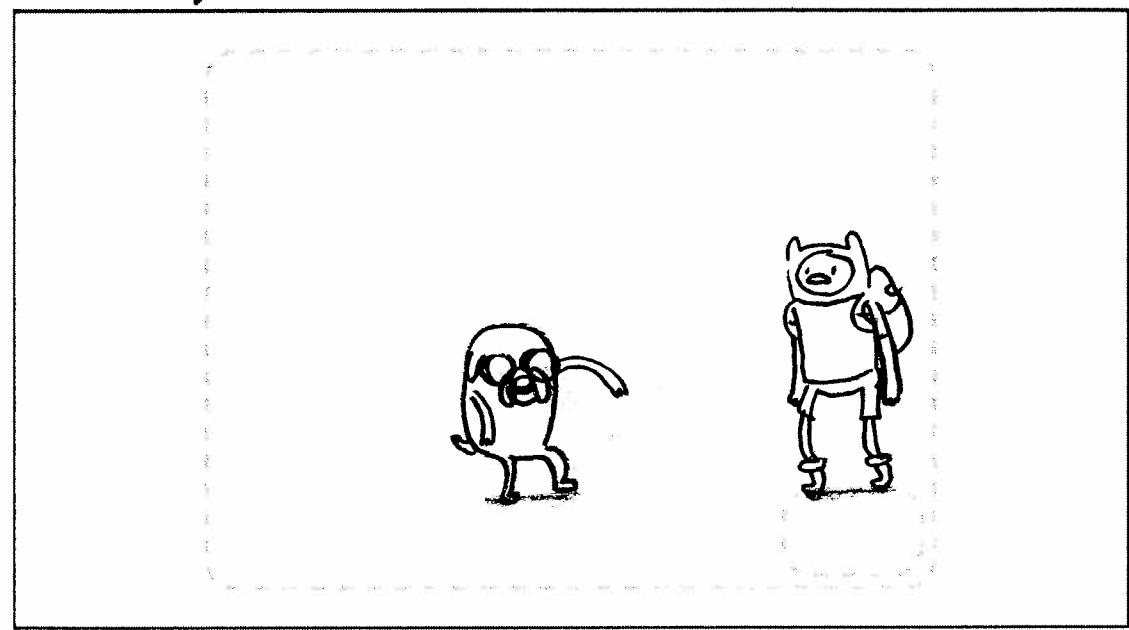


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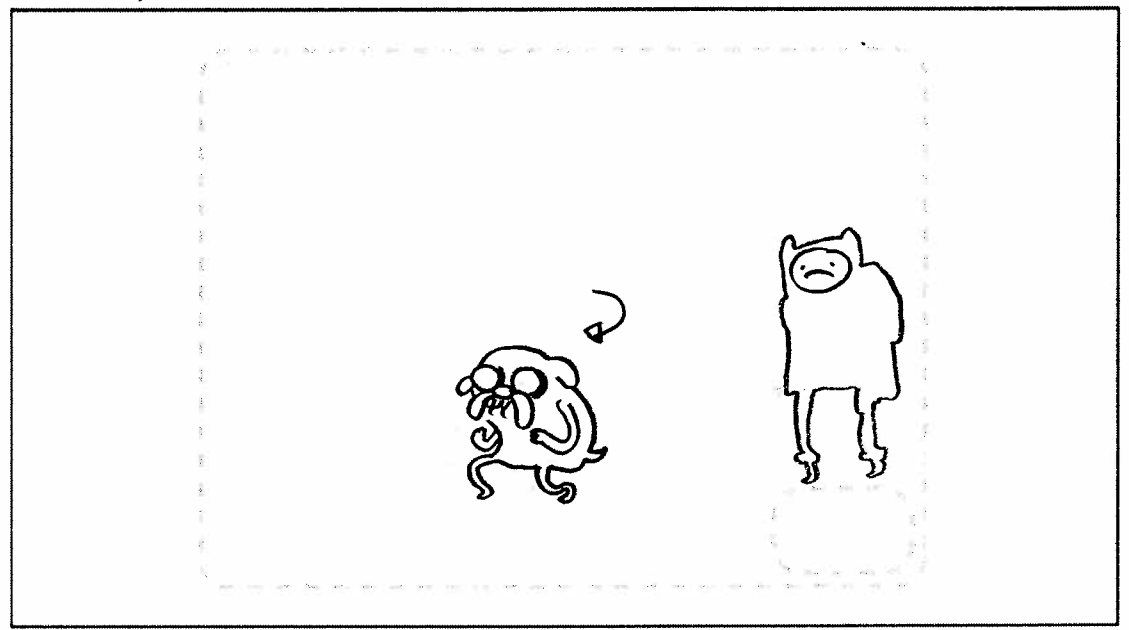
# ADVENTURE TIME



Sc. 33 Pnl. C Bg. day night



Sc. 33 Pnl. D Bg. day night



Dialog:
JAKE - I WAS ALL LIKE
SFX: : POOT :
Action:
Timing:

EPISODE #

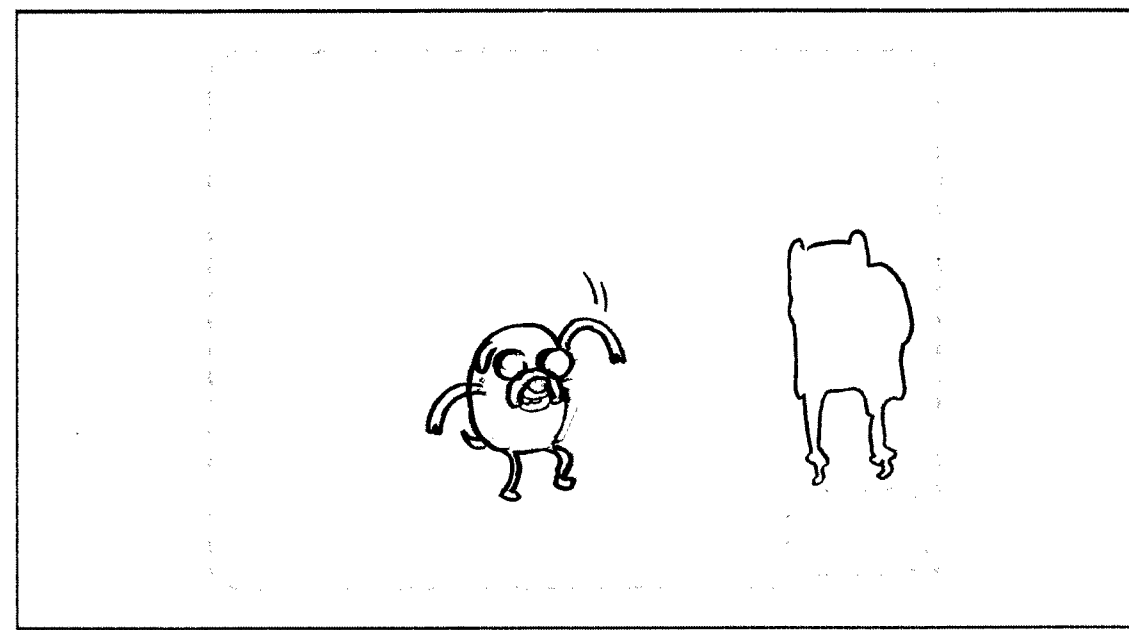
Production :

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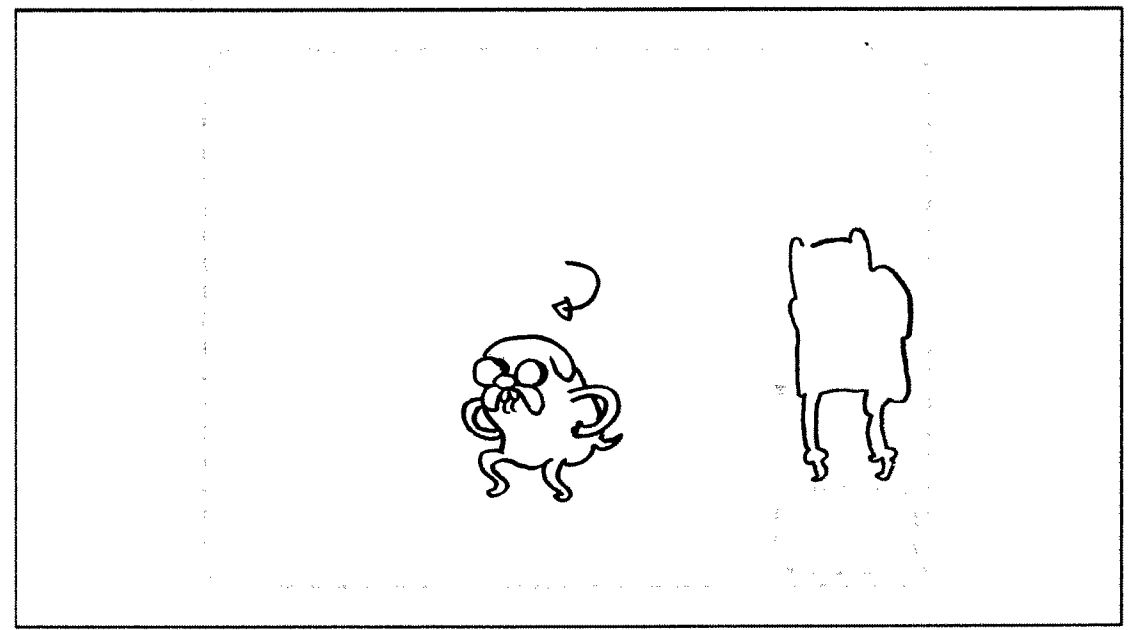
ADVENTURE TIME



Sc. 33 Pnl. E Bg. day night



Sc. 33 Pnl. F Bg. day night



Dialog:	JAKE- AND THEN I WAS ALL LIKE TAKE THIS	SFX: > POOT<
Action:		
Timing:		

EPISODE #

Production :

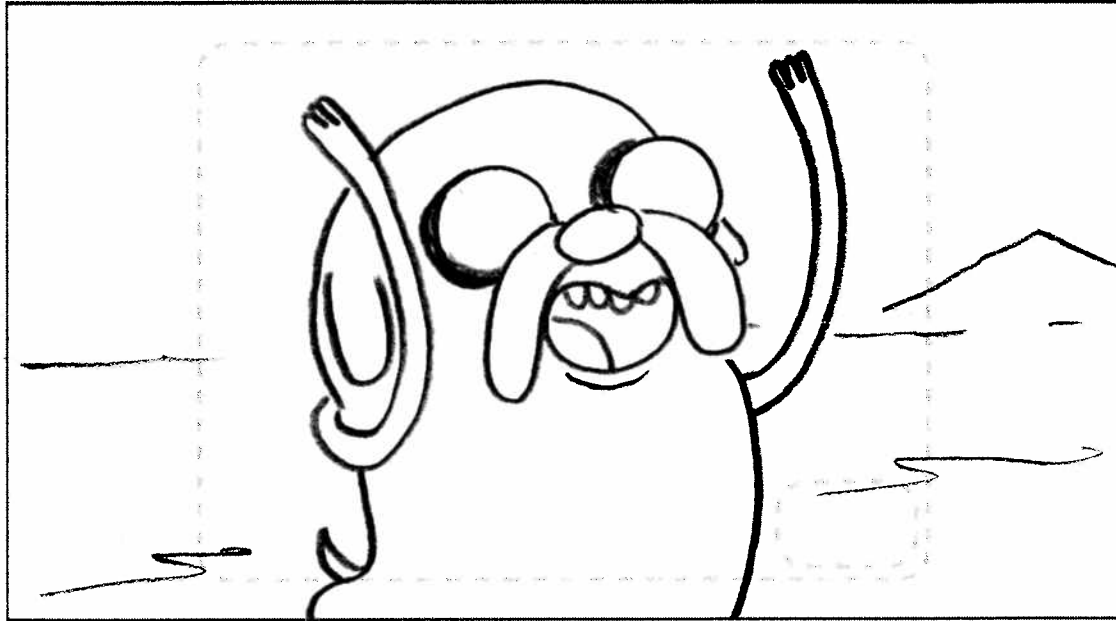
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# ADVENTURE TIME

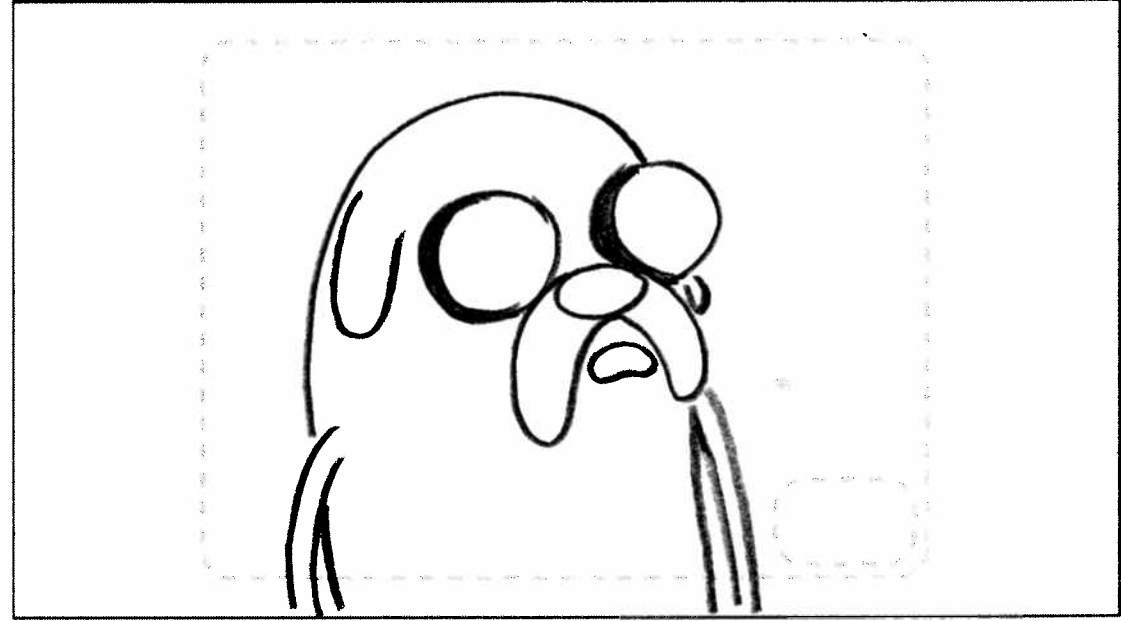


Page 45

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog:

JAKE - AND THEN --

JAKE HEY. WHAT'S WRONG WITH  
YOU DUDE?

Action:

Timing:

EPISODE #

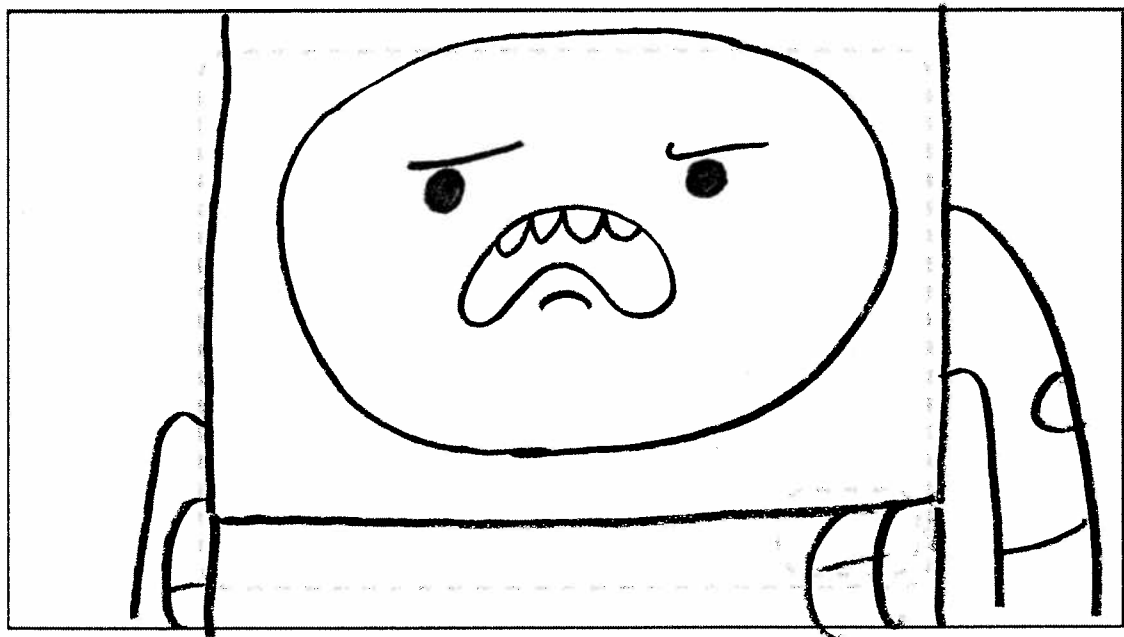
Production :

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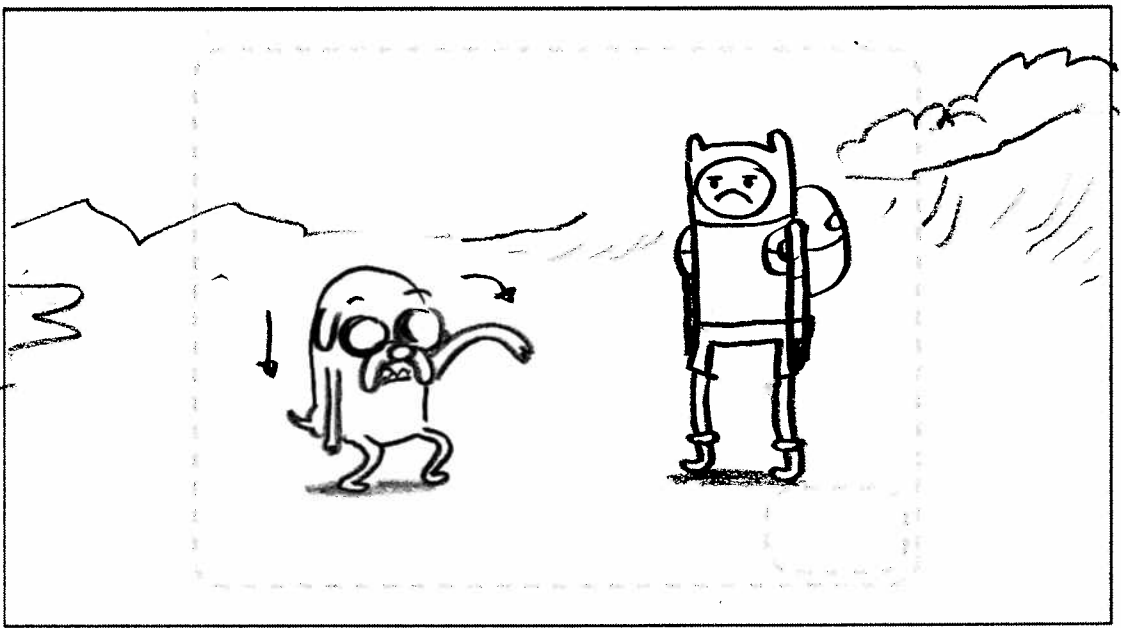
ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:	(KINDA PISSED)
	FINN- I THINK IM AFRAID OF THE OCEAN
Action:	
Timing:	JAKE- WHAAAAAAT?

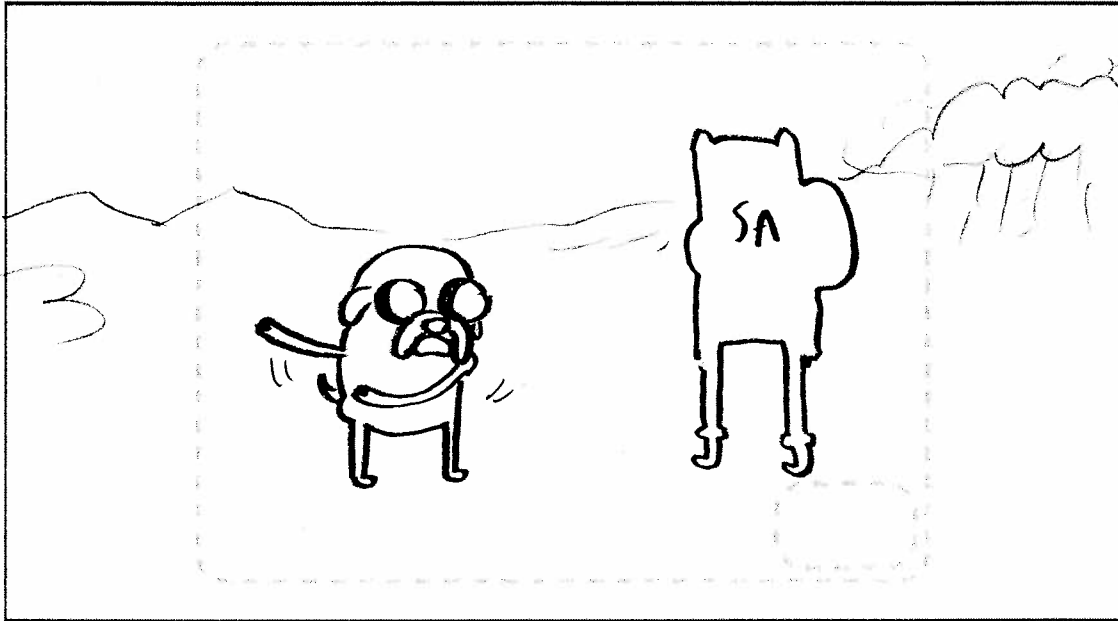
EPISODE #

Production :

ADVENTURE TIME



Sc. 36 Pnl. B Bg. day night



Sc. 37 Pnl. A Bg. day night



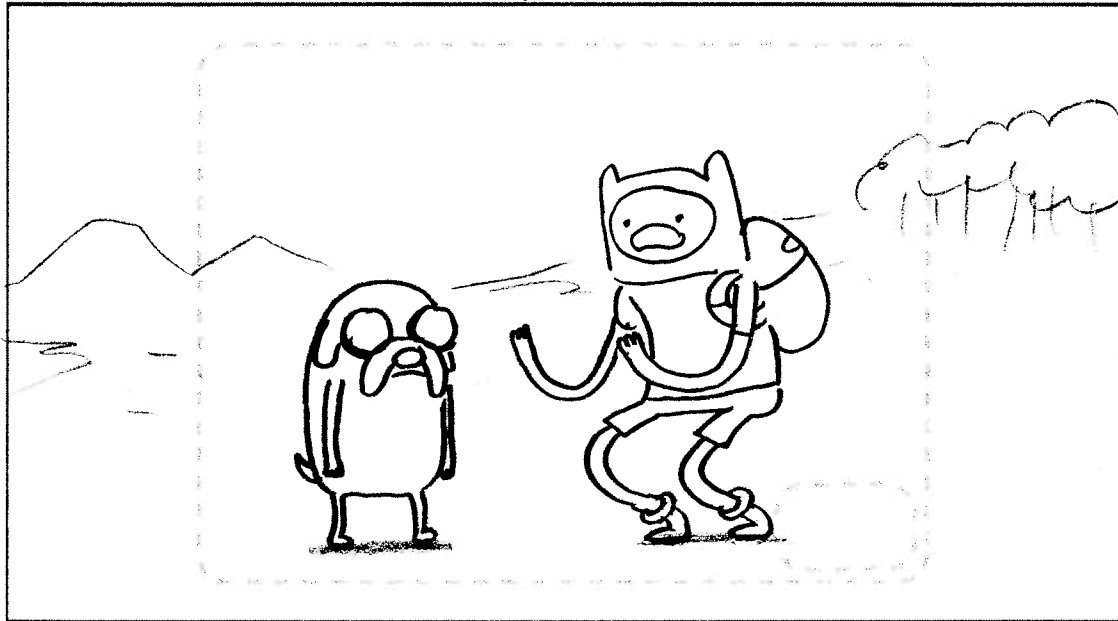
Dialog:	JAKE - IS THAT WHY YOU DIDN'T HELP ME FINISH OFF THAT NEWT WITH THE BOOTS?	JAKE - I THOUGHT IT WAS BECAUSE YOU RAN OUT OF FARTS.
Action:		
Timing:		

EPISODE #  
  
Production :

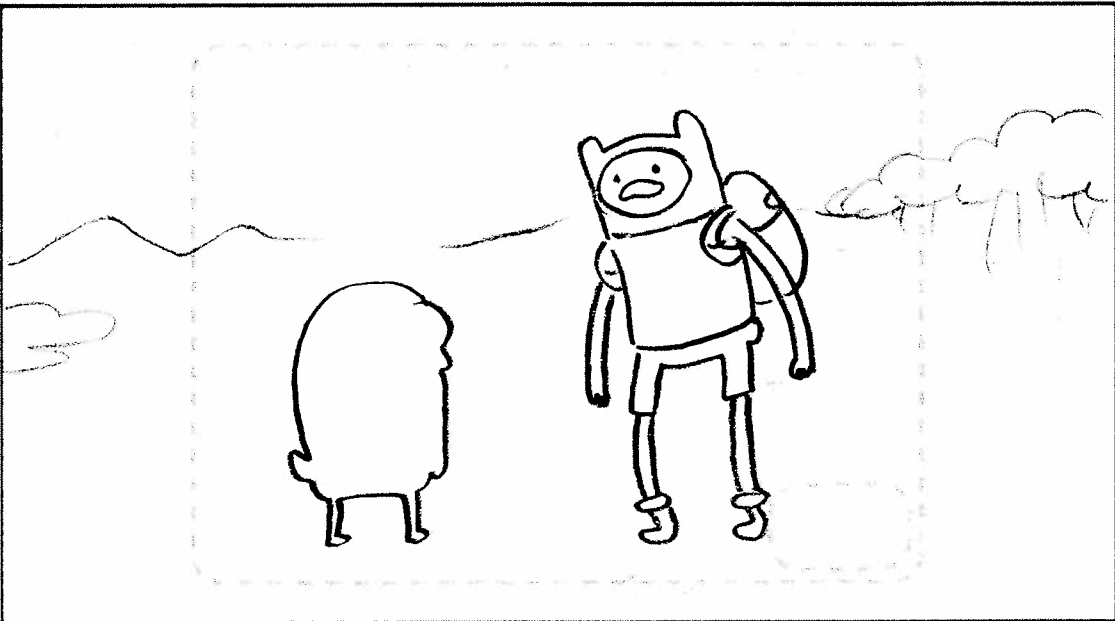
# ADVENTURE TIME



Sc. 38 Pnl. A Bg. day night



Sc. 38 Pnl. B Bg. day night



Dialog:	FINN- JAKE , THIS IS SERIOUS.	FINN- I NEED YOUR HELP TO OVERCOME MY FEAR.
Action:		
Timing:		

EPISODE #

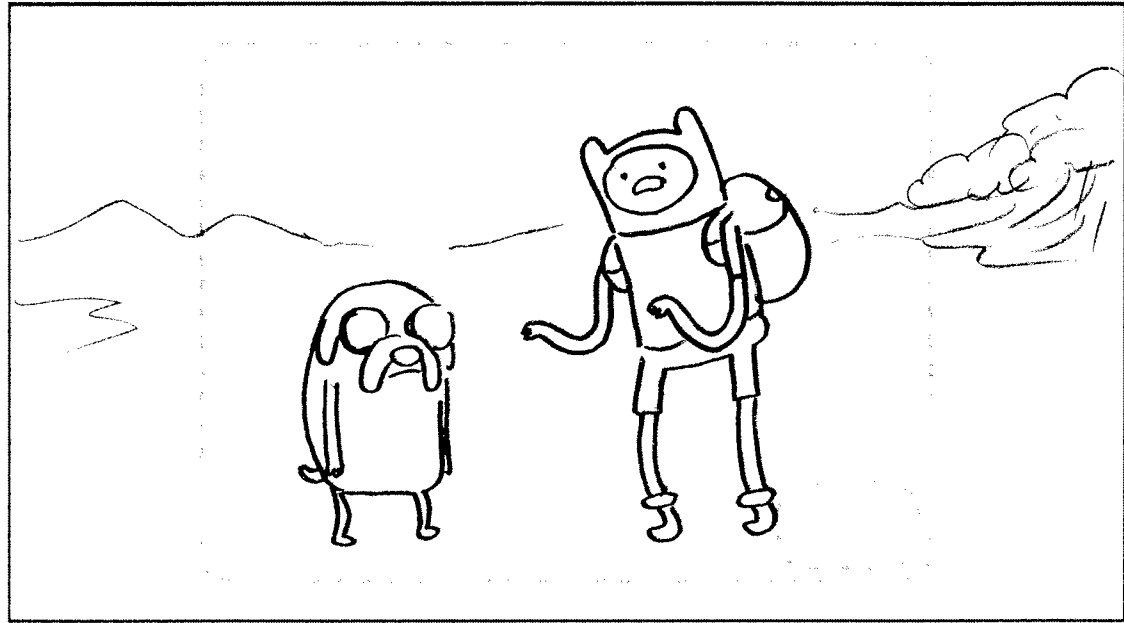
Production :

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ADVENTURE TIME



Sc. 38 Pnl. C Bg. day night

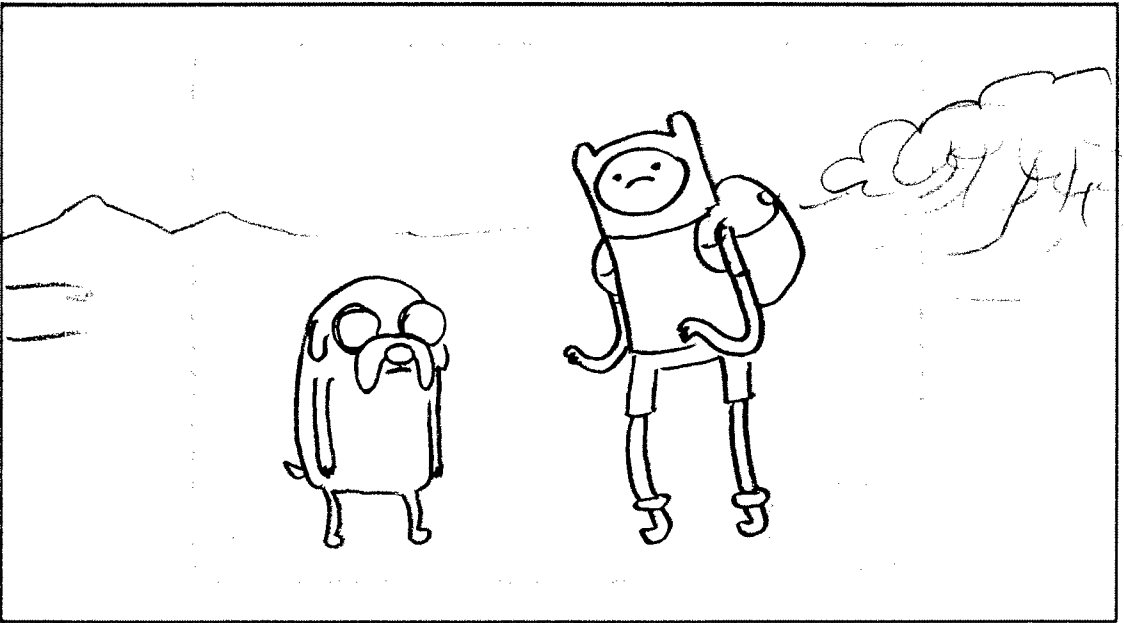


Dialog:  
FINN- WILL YOU DO IT?

Action:

Timing:

Sc. 38 Pnl. D Bg. day night



Dialog:  
(BEAT)

EPISODE #

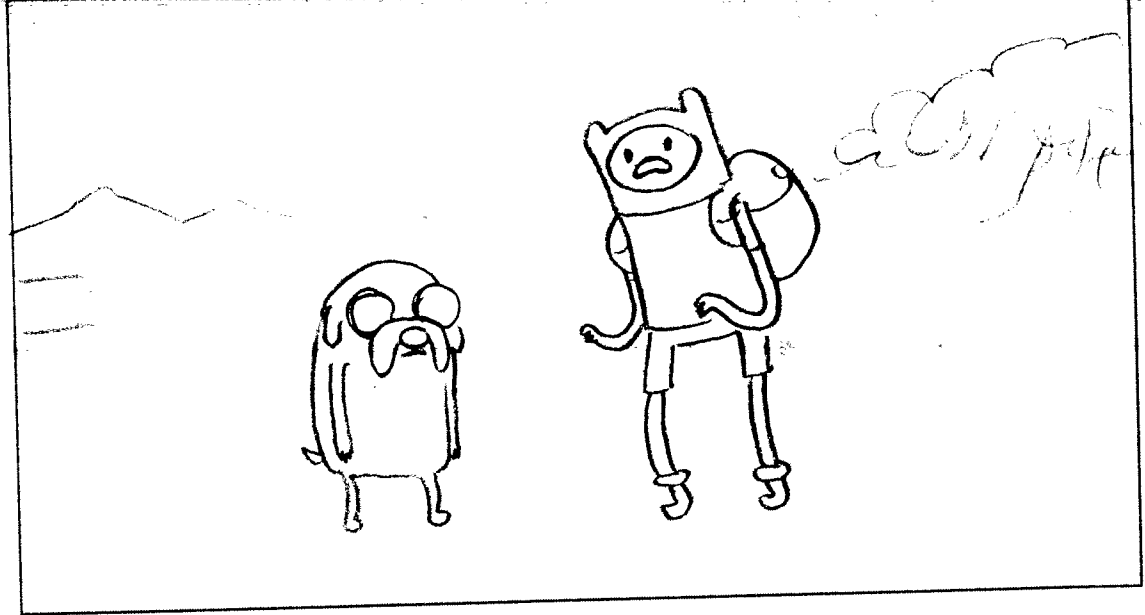
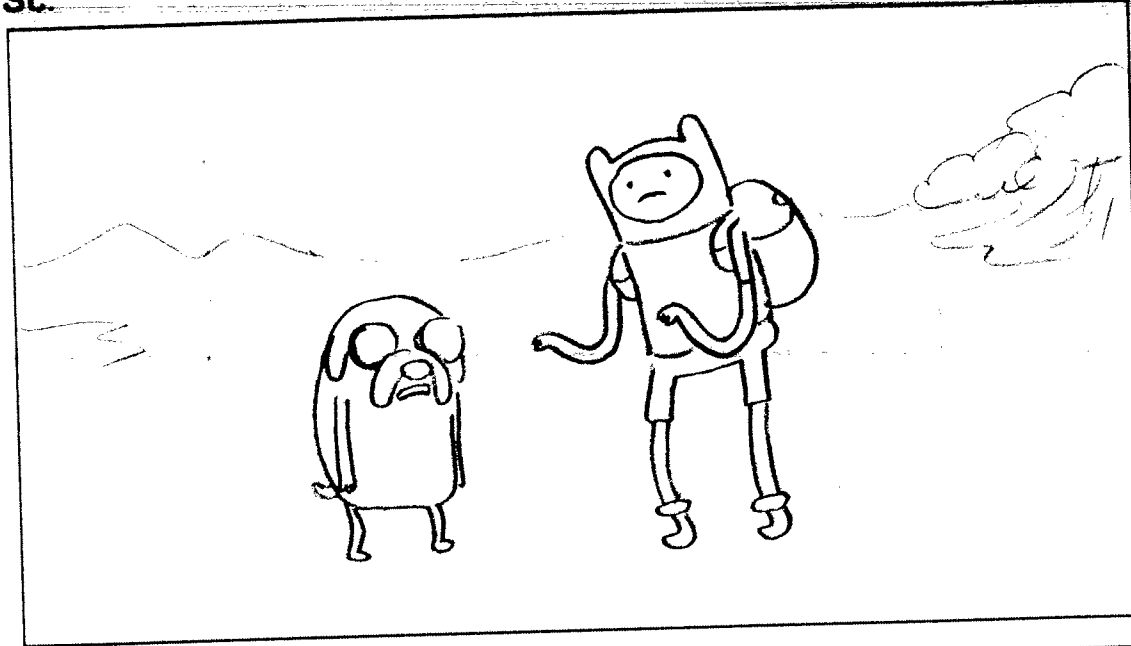
Production :

# ADVENTURE TIME



Page 49 A

Sc. 38 Pnl. E Bg. day night Sc. F Pnl. F Bg. day night



Dialog:

(J) - uhh... Naw, I don't really -

Dialog:

(F) Jake, c'mon!

Action:

Timing:

EPISODE #

Production :



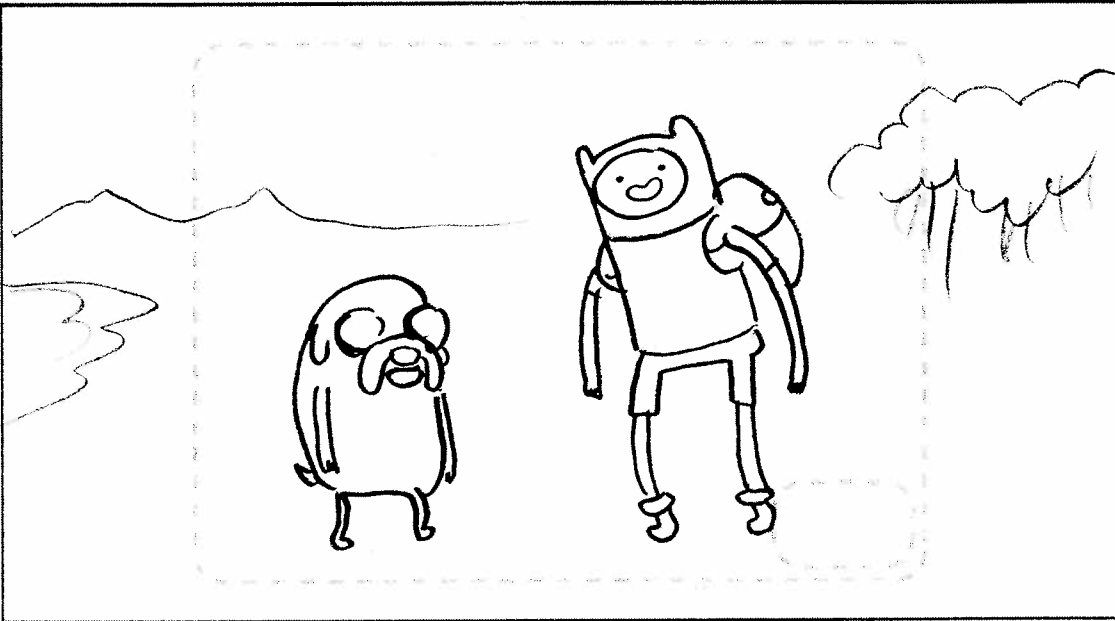
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# ADVENTURE TIME

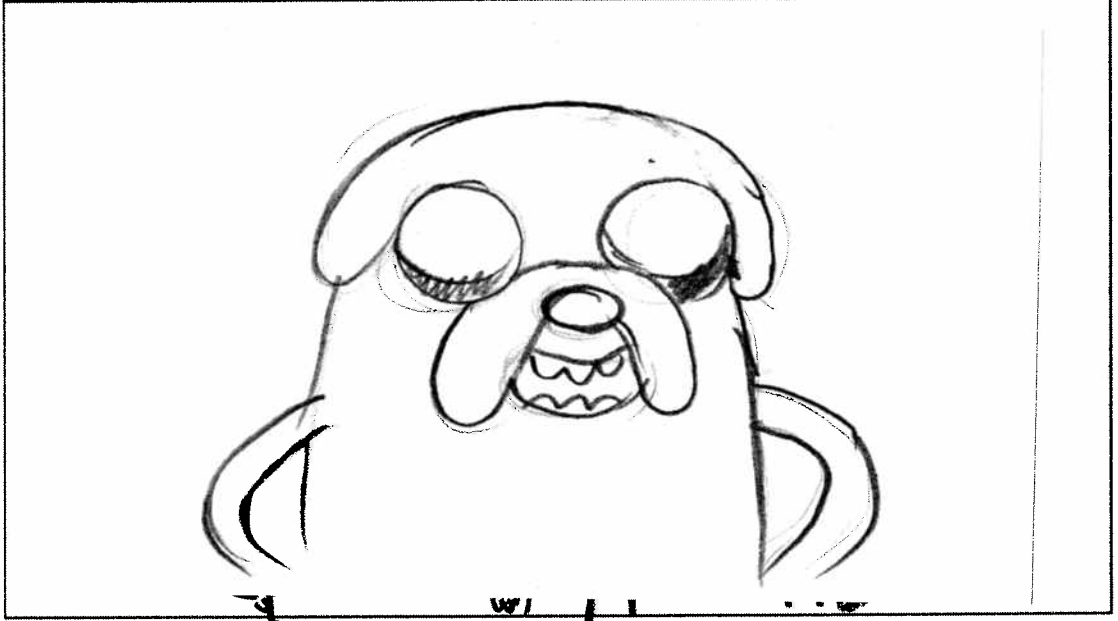


Page 50

Sc. 38 Pnl. G Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:	JAKE - Yeah, okay.	JAKE - HMMM... WHERE TO START. OK.
Action:		
Timing:		

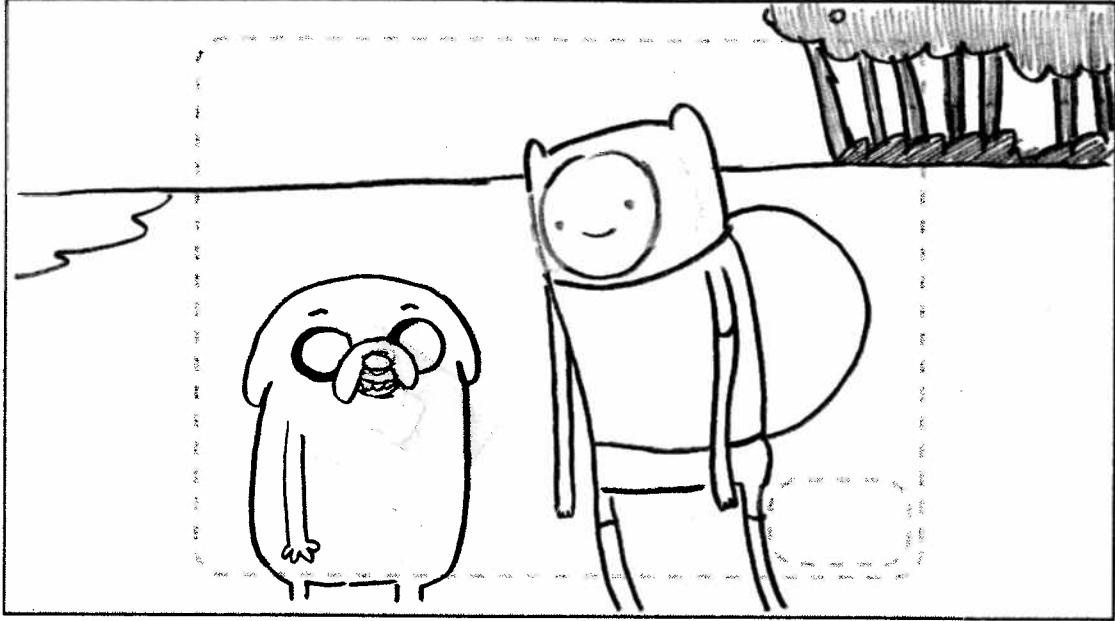
EPISODE #

Production :

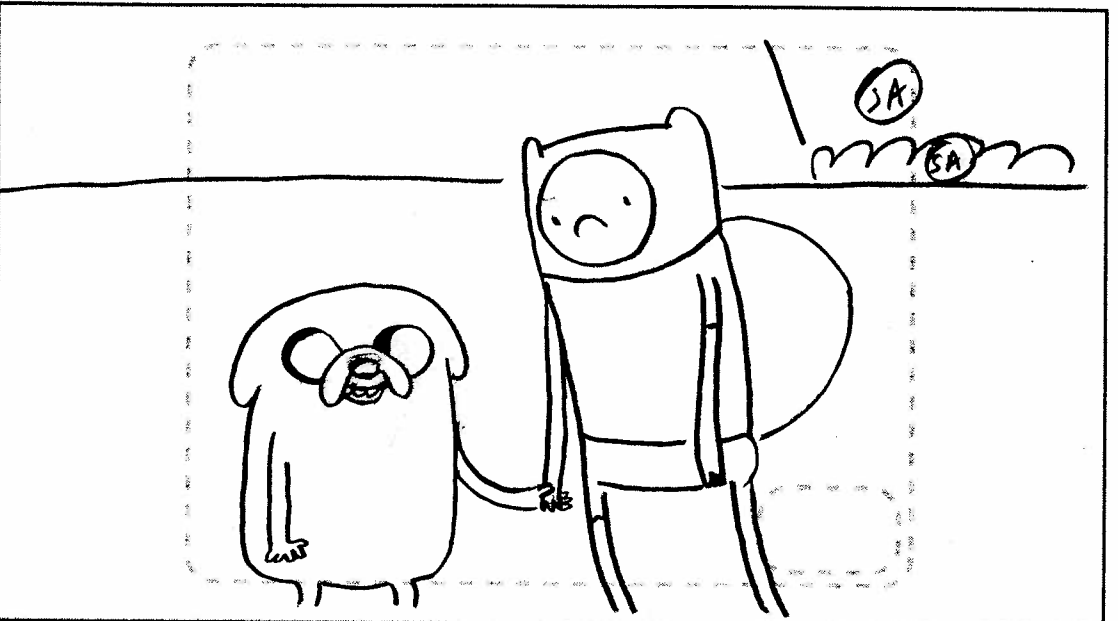
# ADVENTURE TIME



Sc. 40 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<p>(J) I THINK WE SHOULD JUST TAKE A FEW STEPS IN THE WATER.</p>	<p>YOU CAN HOLD JAKE'S HAND IF YOU'RE SCARED.</p>
Action:		
Timing:		

EPISODE #

Production :

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ADVENTURE TIME

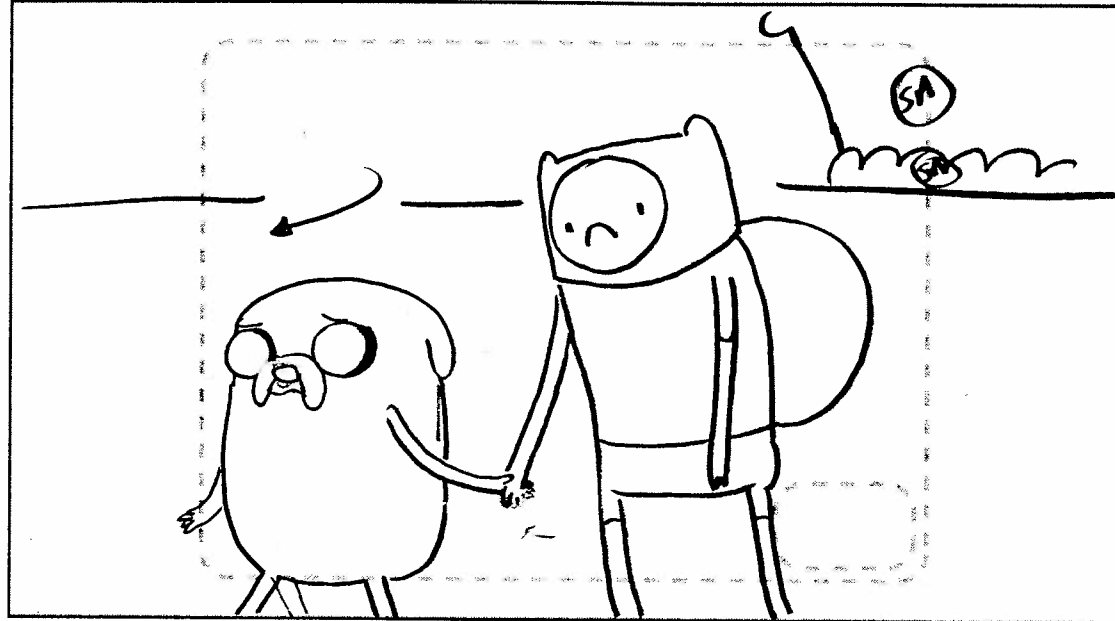


Sc. 40

Pnl. C

Bg.

day night

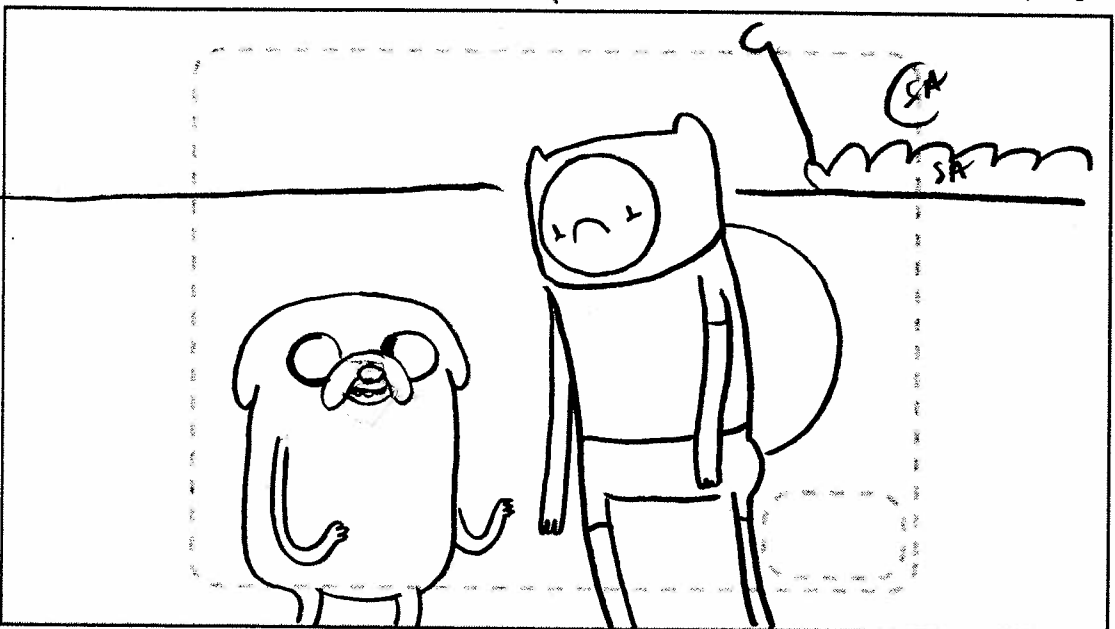


Sc.

Pnl. D

Bg.

day night

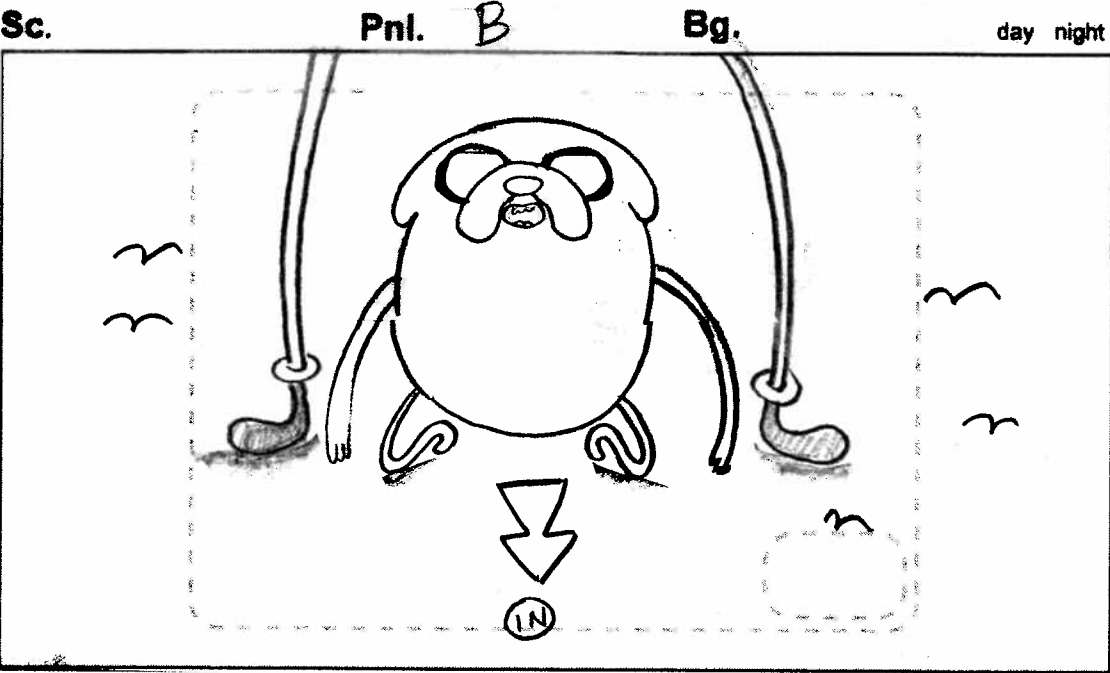
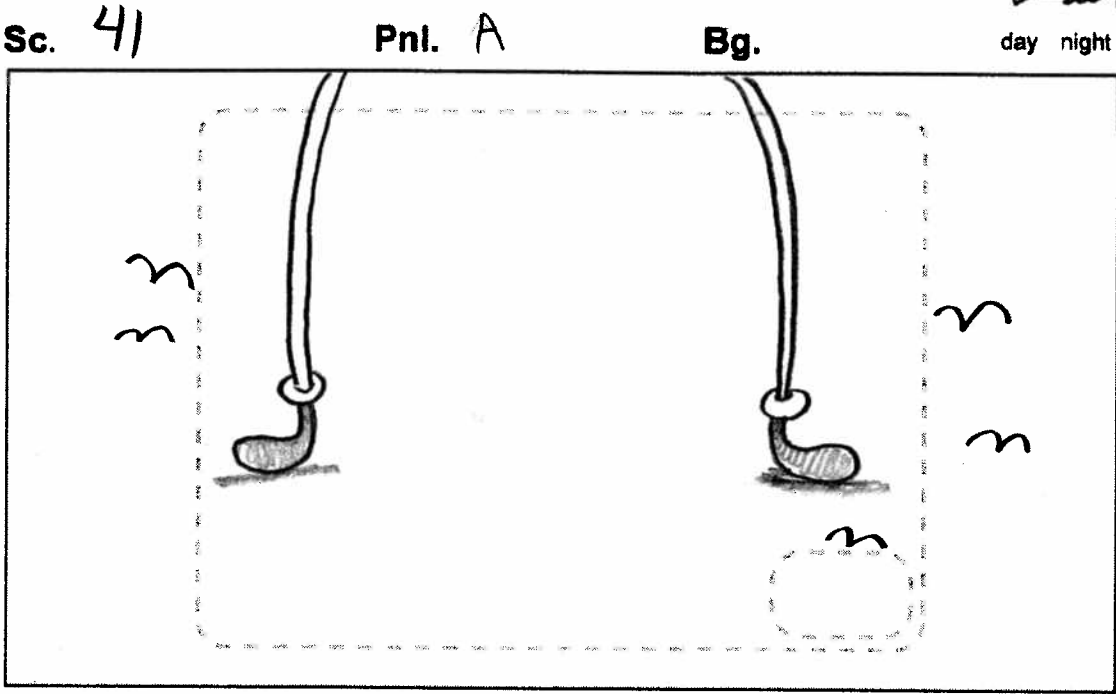


Dialog:	⑤ IT'S OK DUDE —
Action:	
Timing:	

EPISODE #

Production :

# ADVENTURE TIME



Dialog:	(J) IT'S JUST YOUR FEET.
Action:	JAKE SLIDES IN
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME



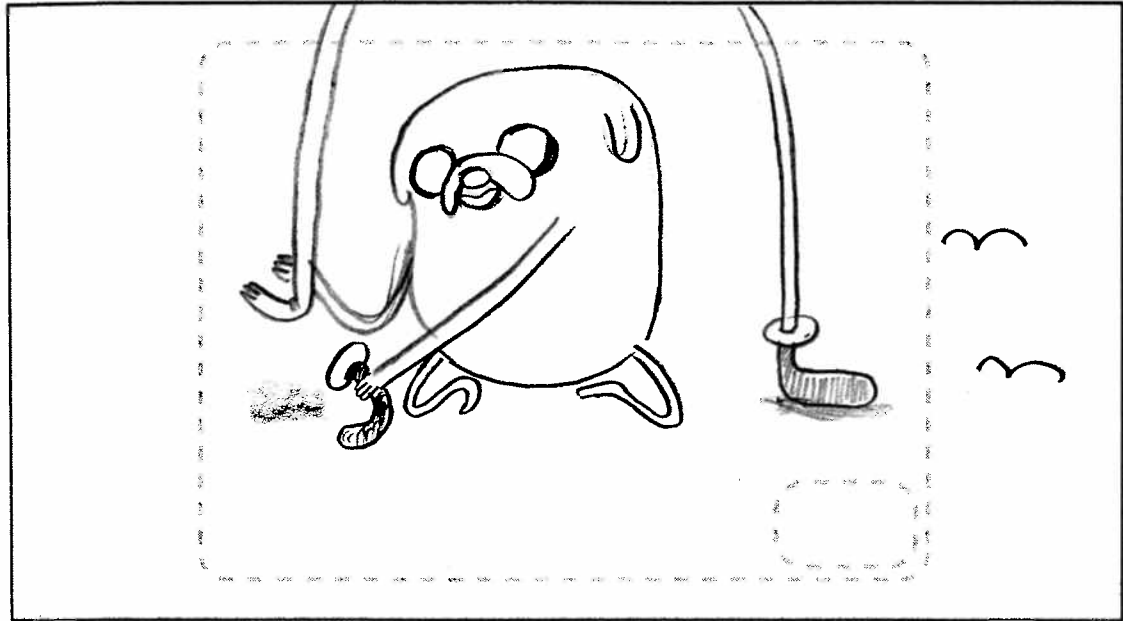
Page 54

Sc. 41

Pnl. C

Bg.

day night

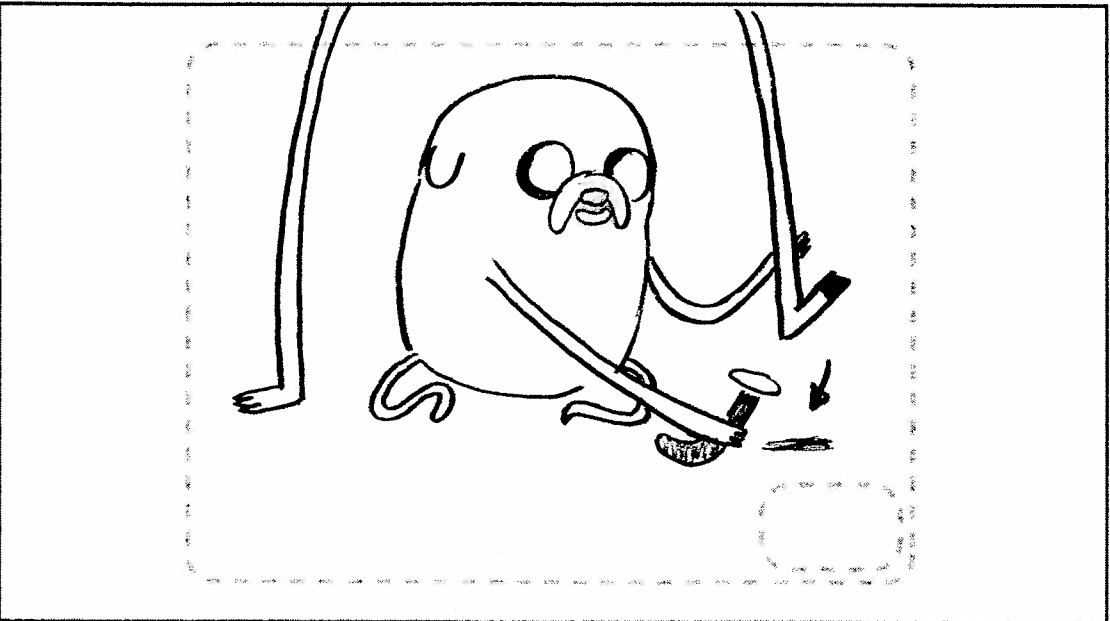


Sc.

Pnl. D

Bg.

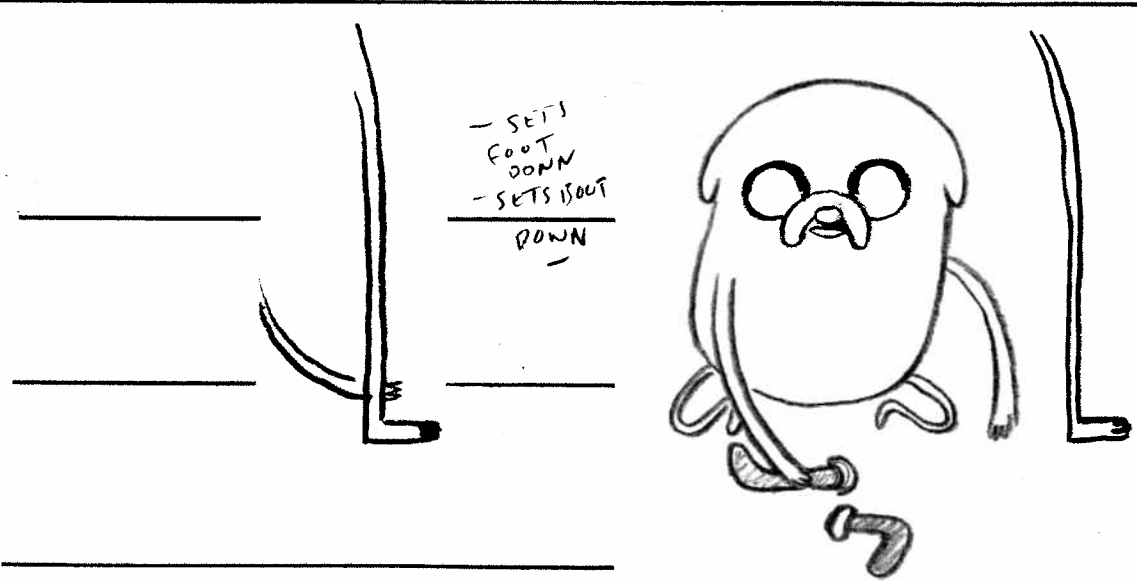
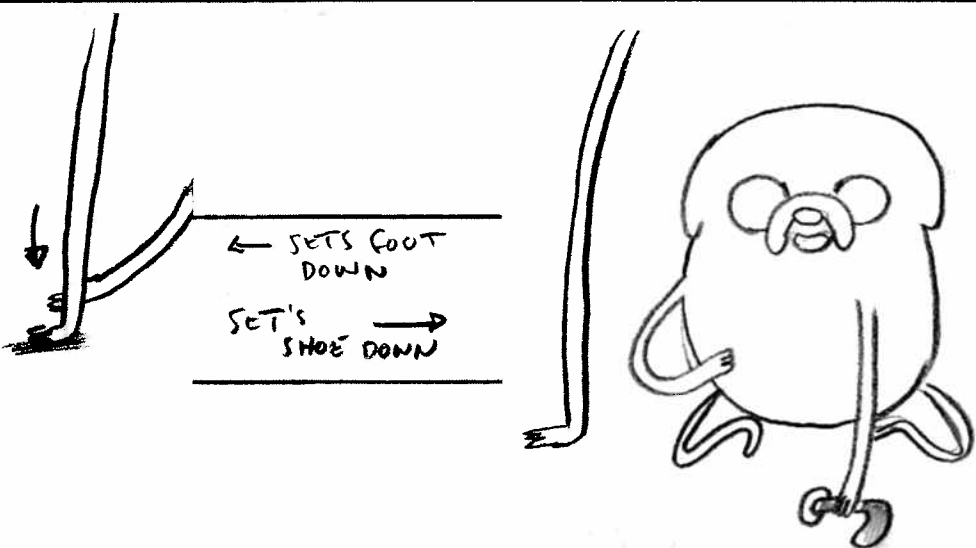
day night



Dialog:

Action:

Timing:



EPISODE #

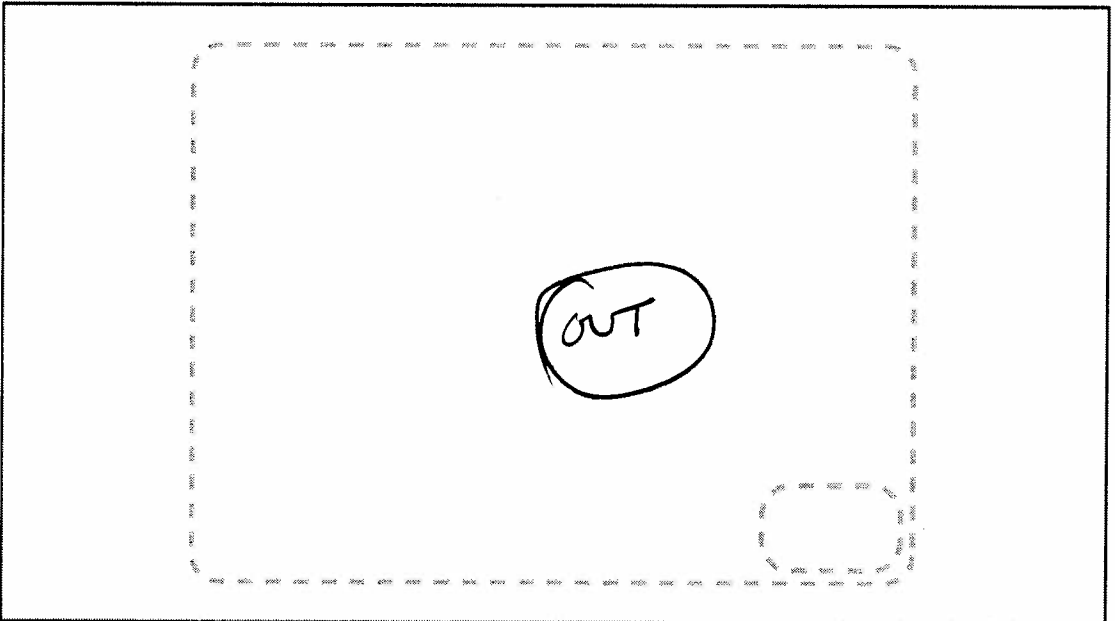
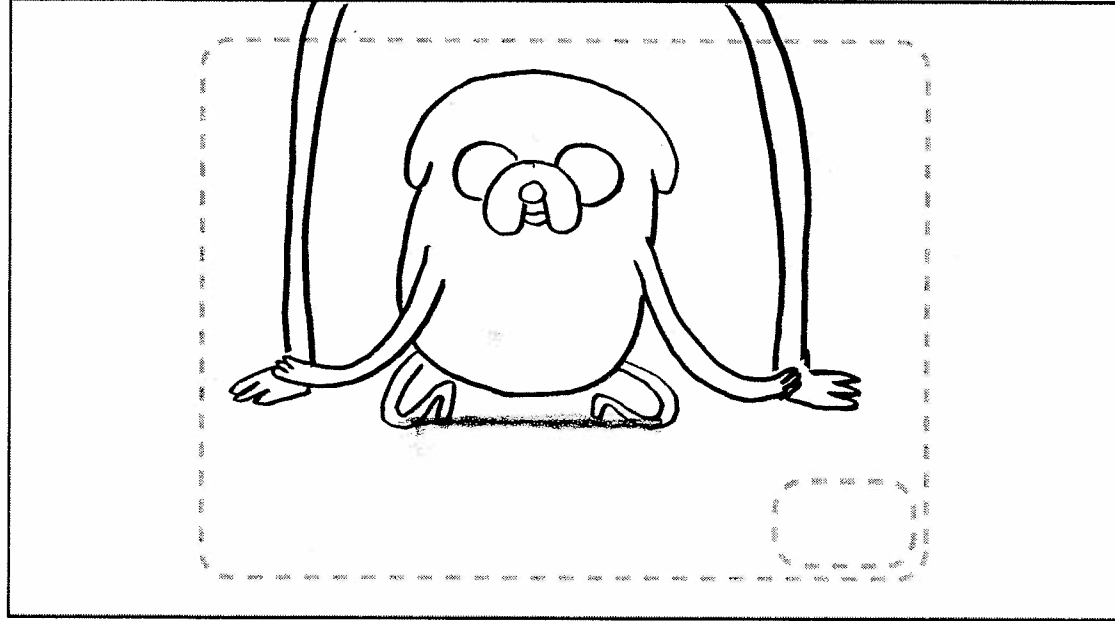
Production :

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# ADVENTURE TIME



Sc. 41 Pnl. E Bg. day night Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE #

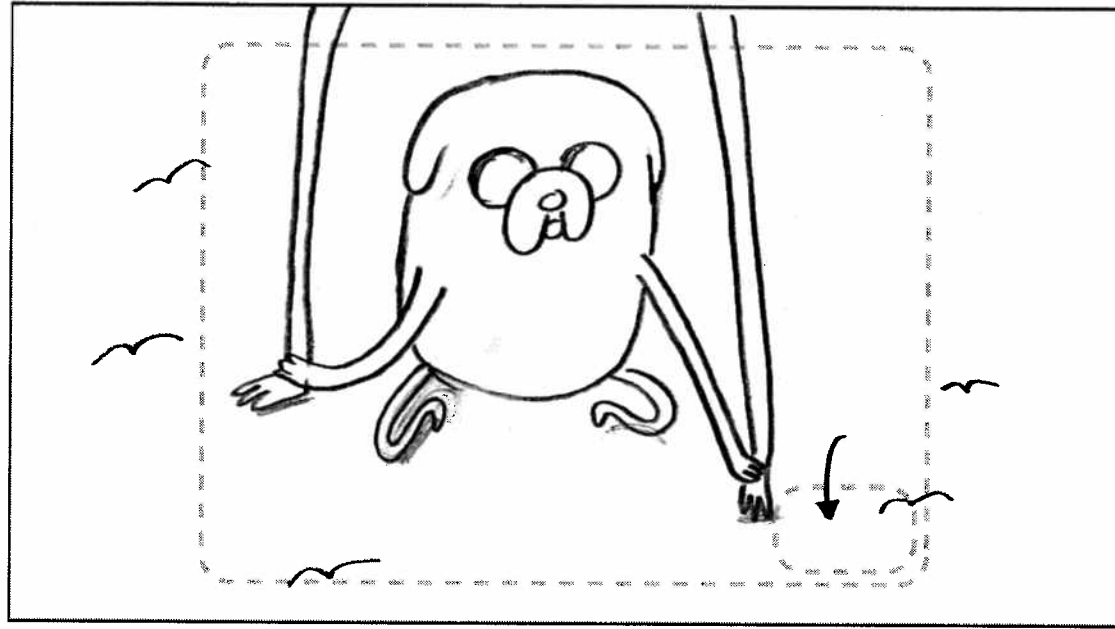
Production :

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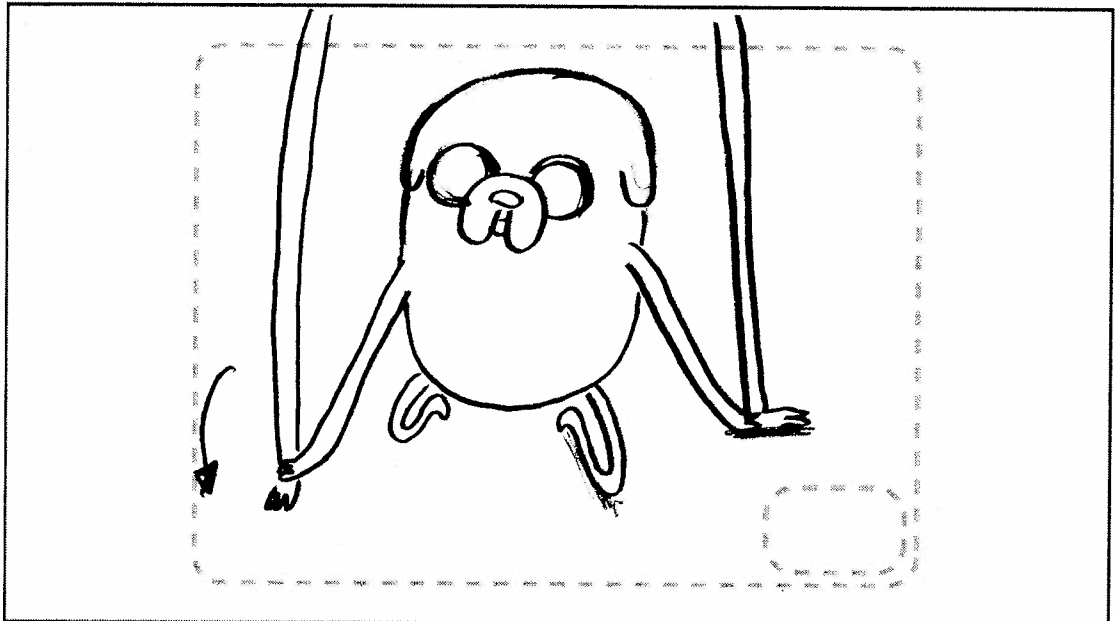
# ADVENTURE TIME



Sc. 41 Pnl. F Bg. day night



Sc. Pnl. G Bg. day night



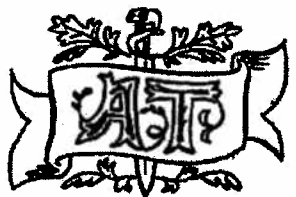
Dialog:	(J) BOOP	—————>	BEEP
Action:	←	(CYCLE)	→
Timing:			

EPISODE #

Production :

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# ADVENTURE TIME

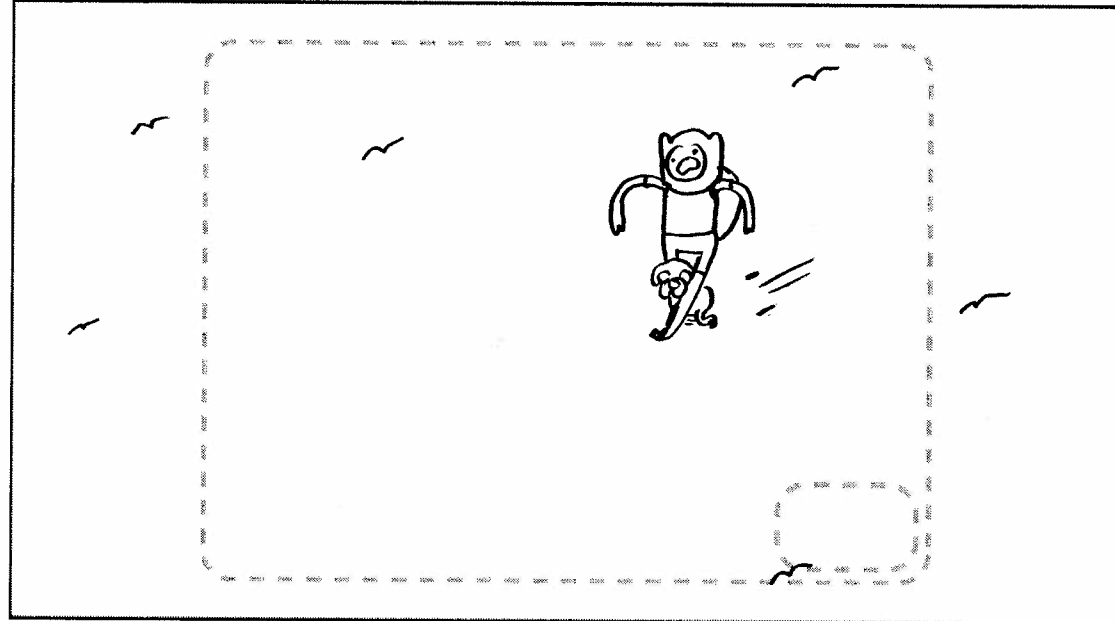


Sc. 42

Pnl. A

Bg.

day night

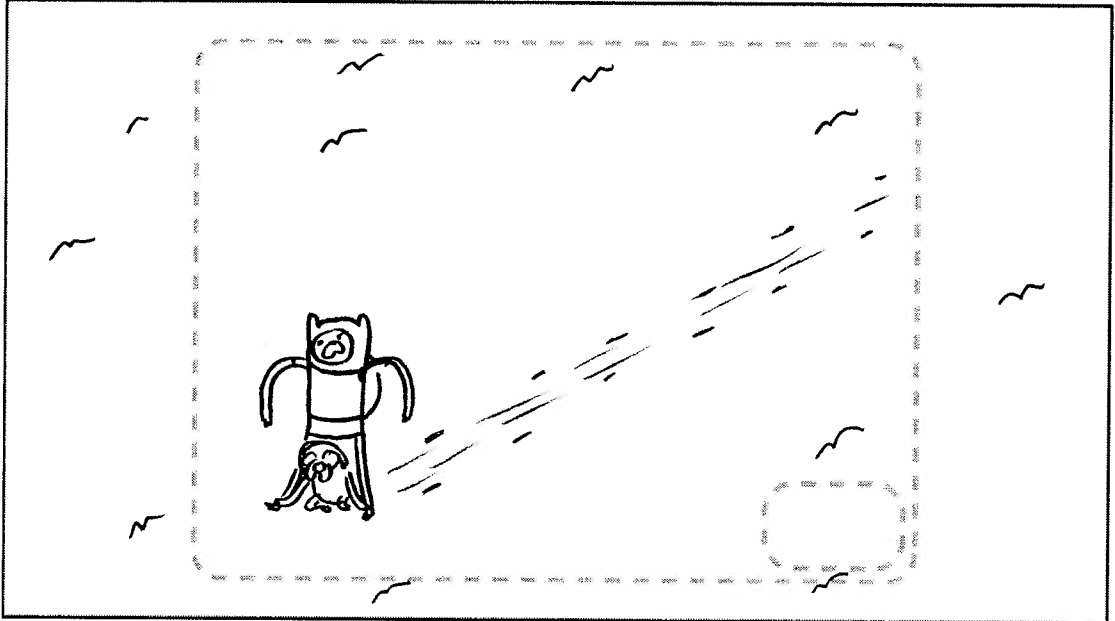


Sc.

Pnl. B

Bg.

day night



Dialog:
Action: THEY SCOOT ACROSS SAND.
Timing:

EPISODE #

Production :



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# ADVENTURE TIME



Page 58

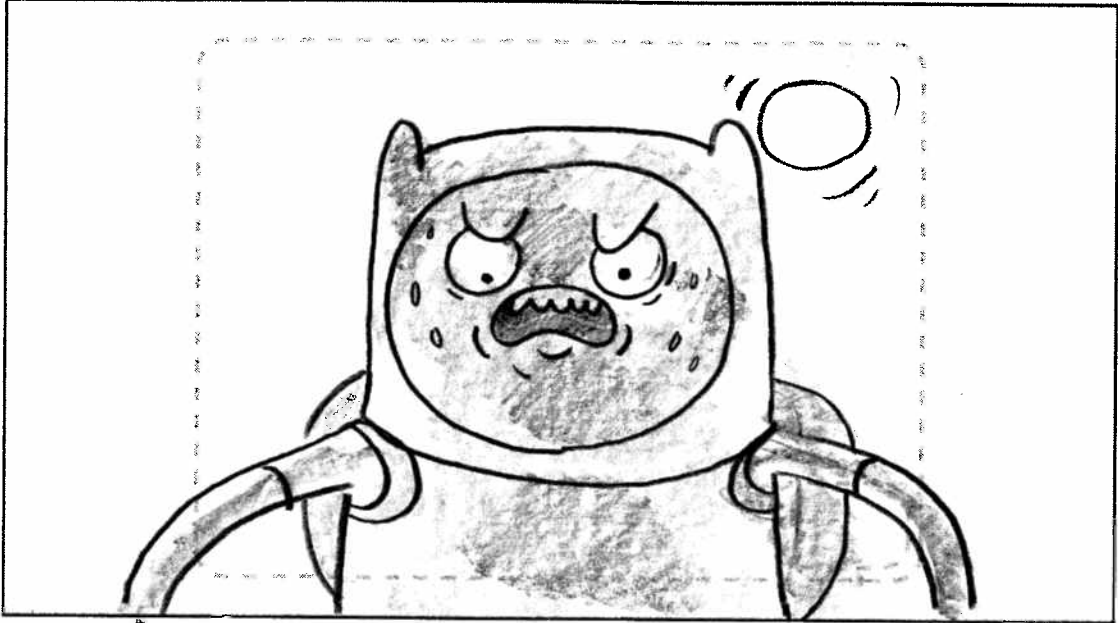
Sc. 43

Pnl.

A

Bg.

day night

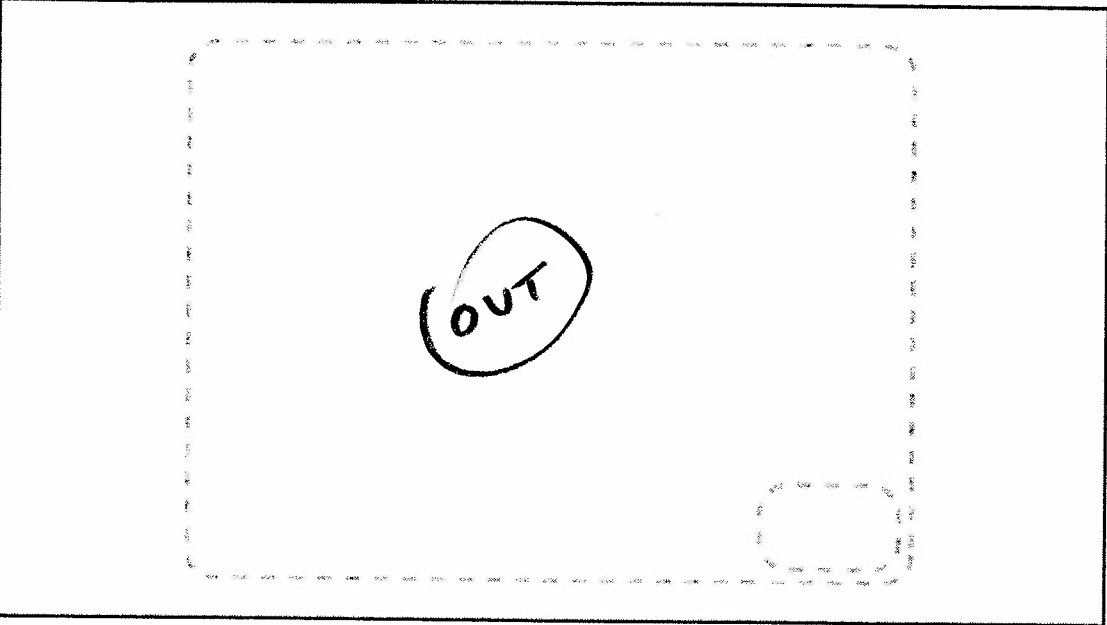


Sc.

Pnl.

Bg.

day night



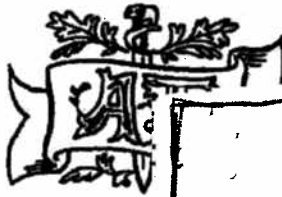
Dialog:	(F) I DON'T WANNA BE <u>SCARED</u> .
Action:	
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME



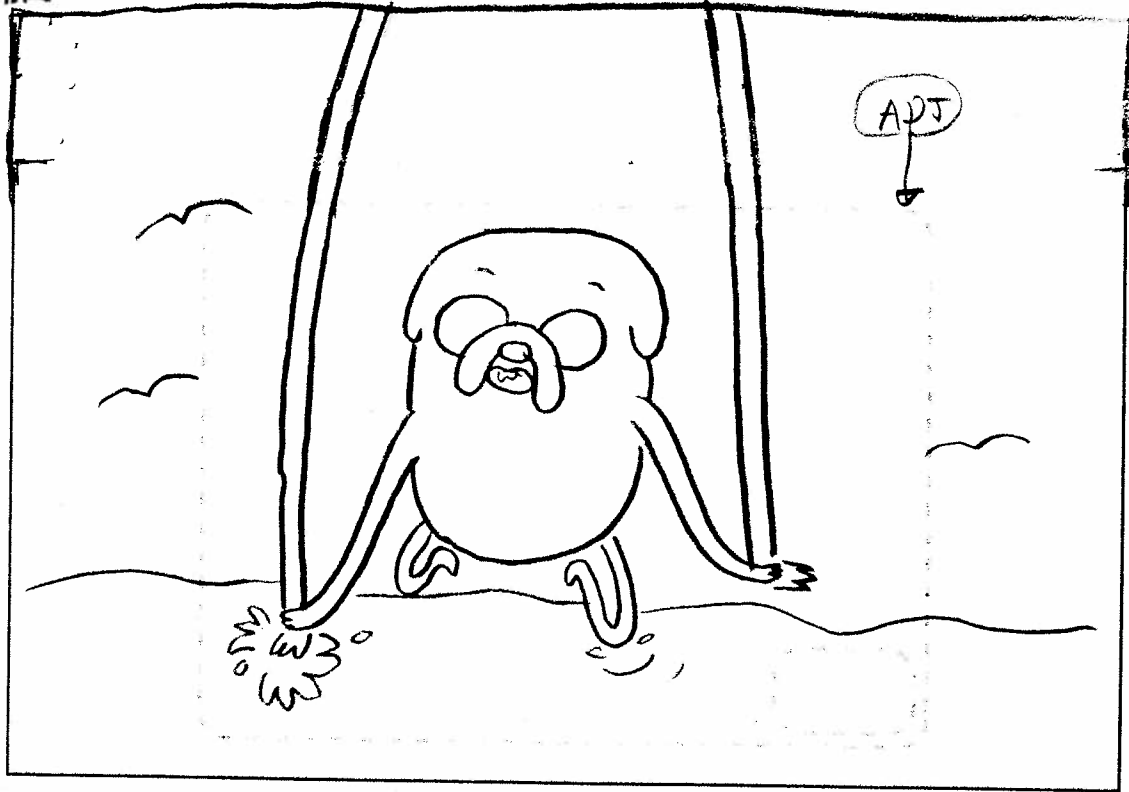
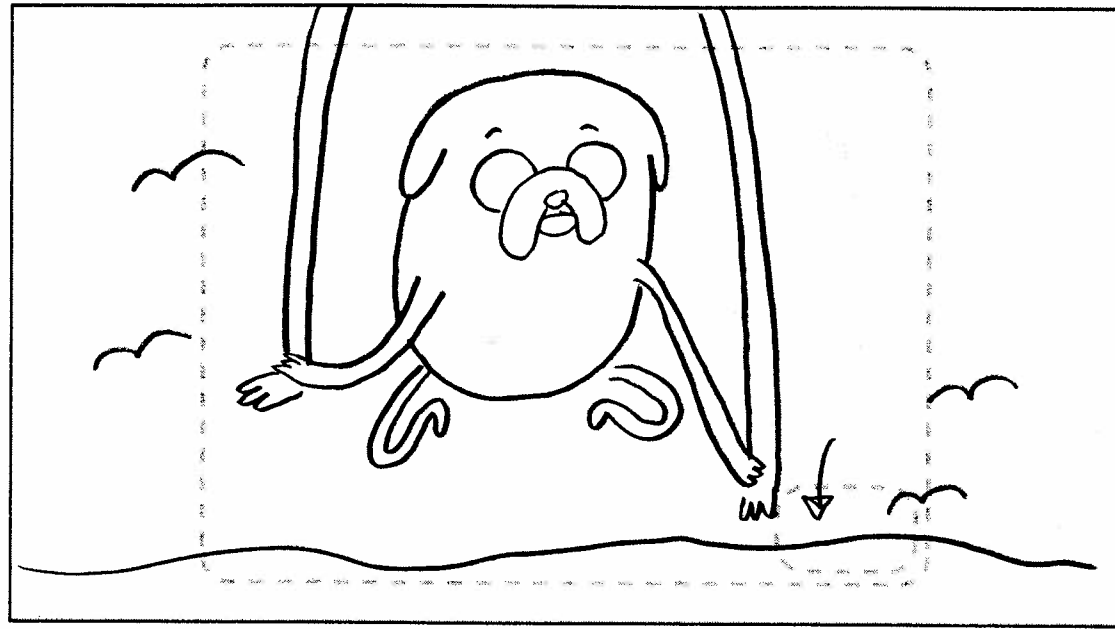
B

Sc. 44

Pnl. A

Bg.

day night



Dialog:	(J) YOU'RE TOTALLY NOT AFRAID	(J) (MAKES SPLASH SOUND)
Action:	Adjust down following Jake Finn's foot splashes into water.	
Timing:		

EPISODE #

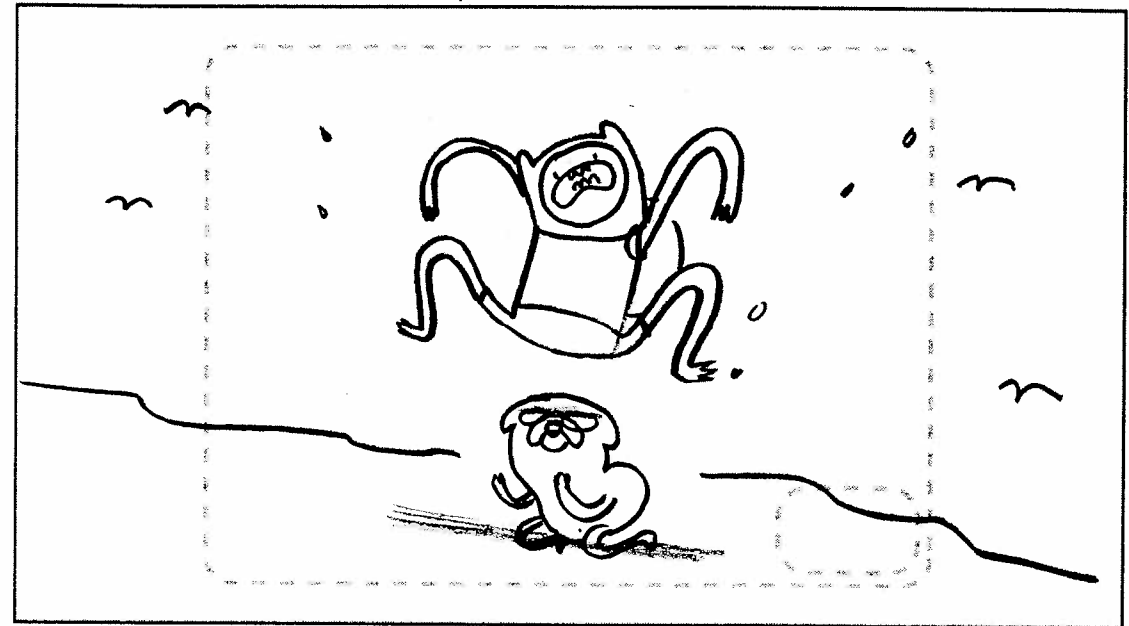
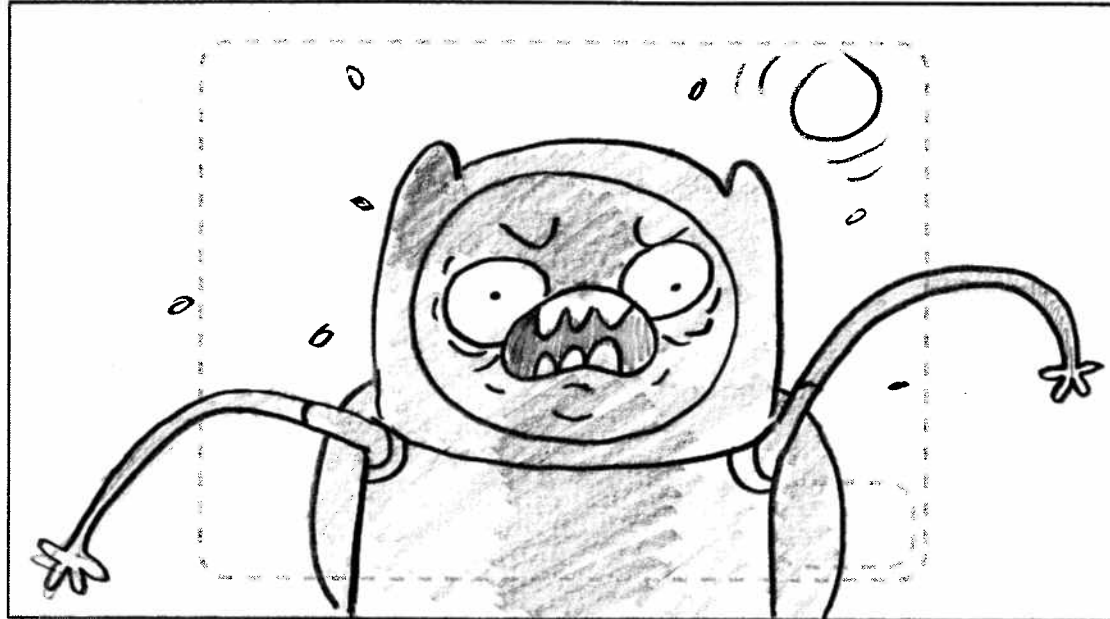
Production :

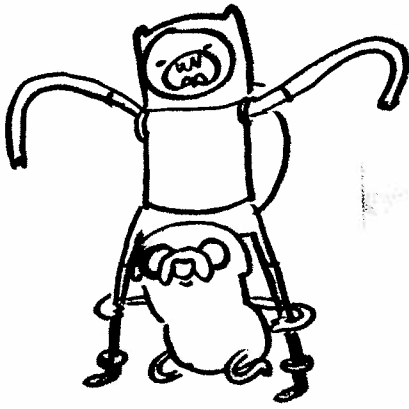
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# ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night Sc. 46 Pnl. A Bg. day night



Dialog:	(F) <u>I'M AFRAID!!!</u>	(F) AH!
Action:		← START Jump →
Timing:		

EPISODE #

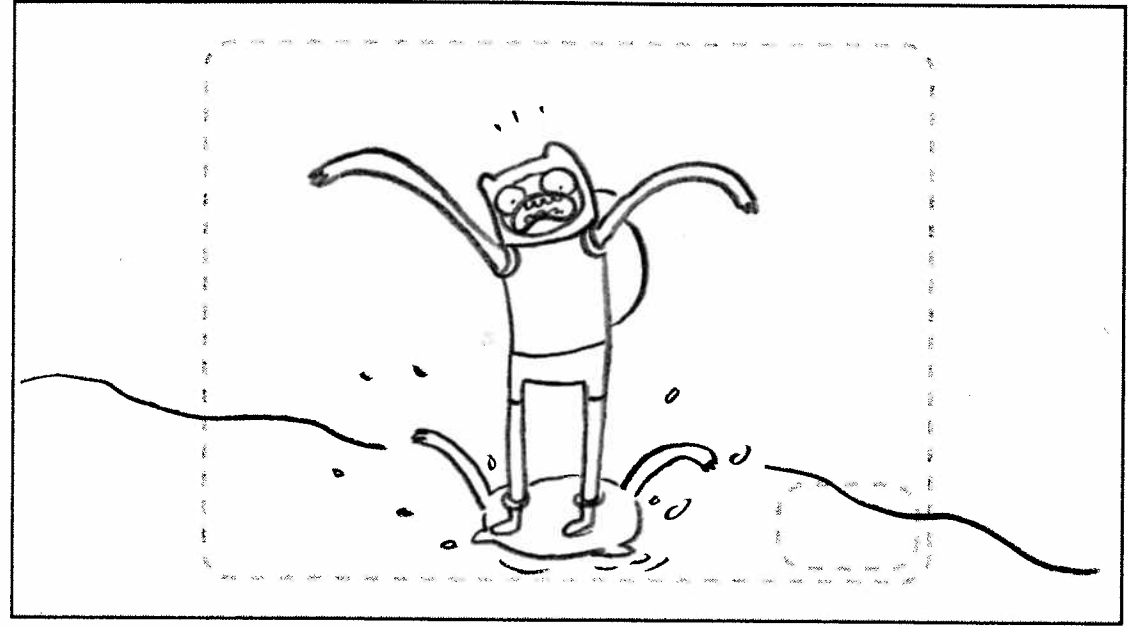
Production :

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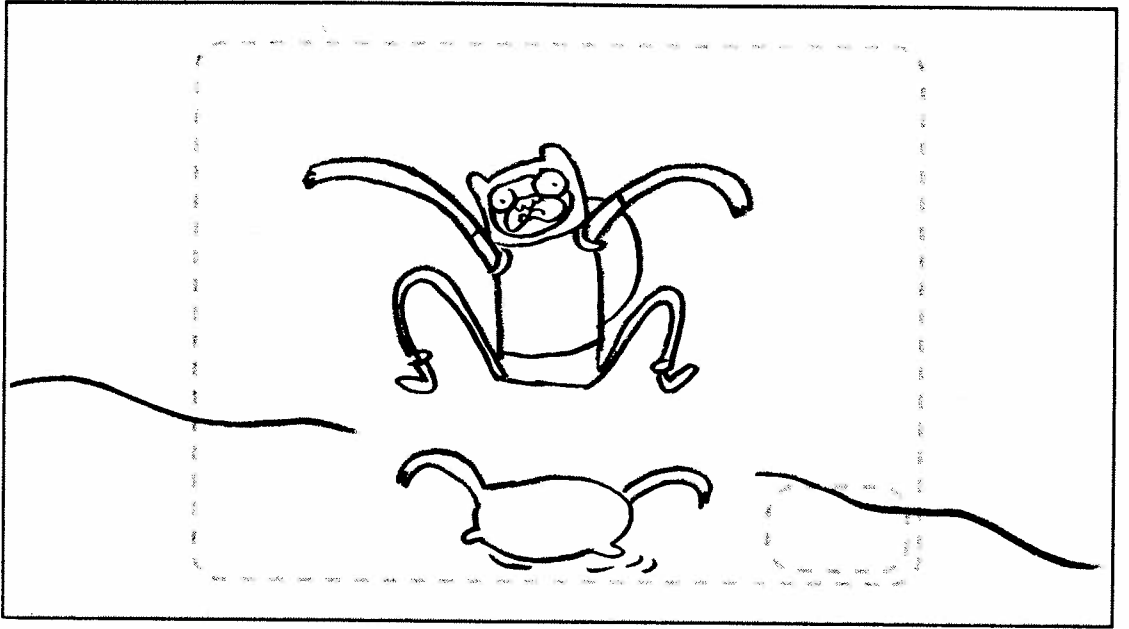
# ADVENTURE TIME



Sc. 46 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	Ⓡ JAKE! GET ME OUT OF THE WATER!!	
Action:	← (CYCLE) →	SMASHES HIM REPEATEDLY.
Timing:		

EPISODE #

Production :

ADVENTURE TIME

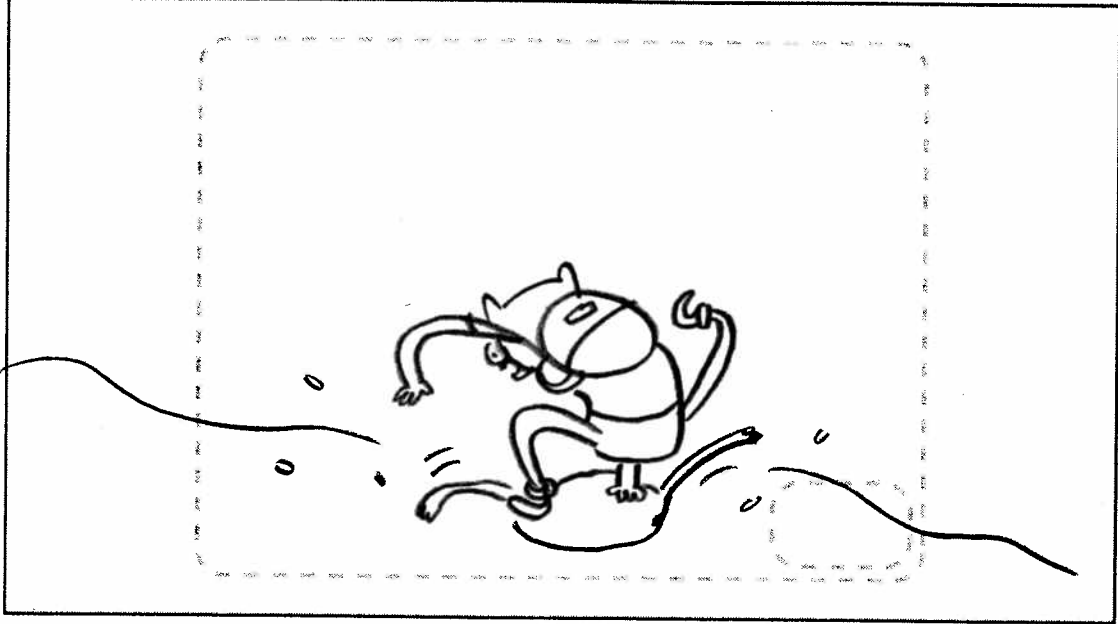


Sc. 46

Pnl. D

Bg.

day night

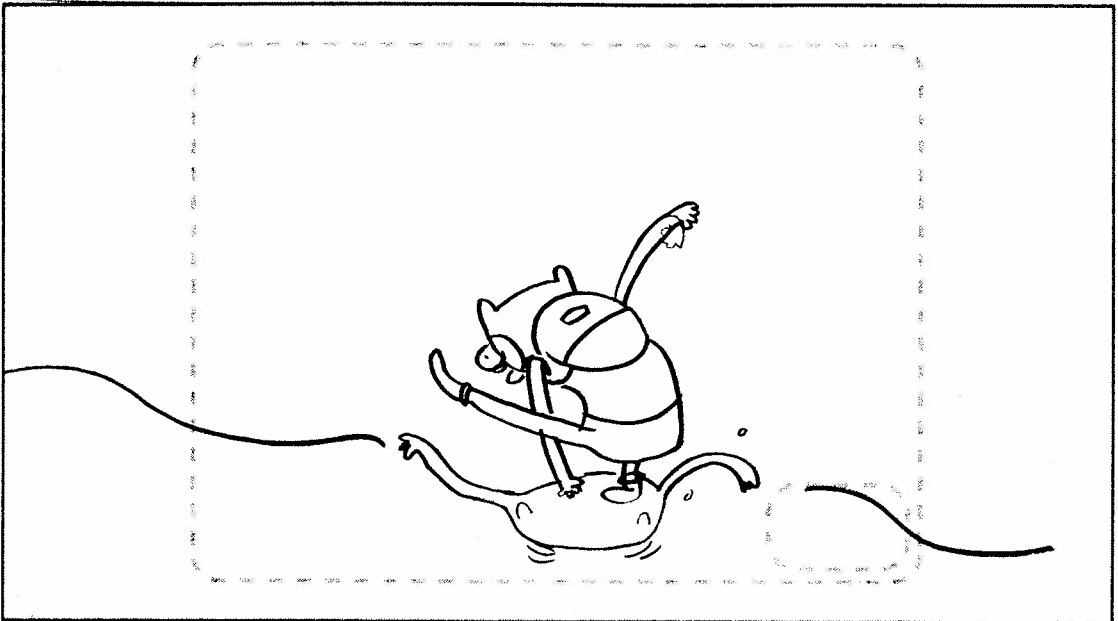


Sc.

Pnl. E

Bg.

day night



Dialog:	
Sfx: THUDS & PUNCHES	
Action:	← CYCLE → PUNCHIN HEAD
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME



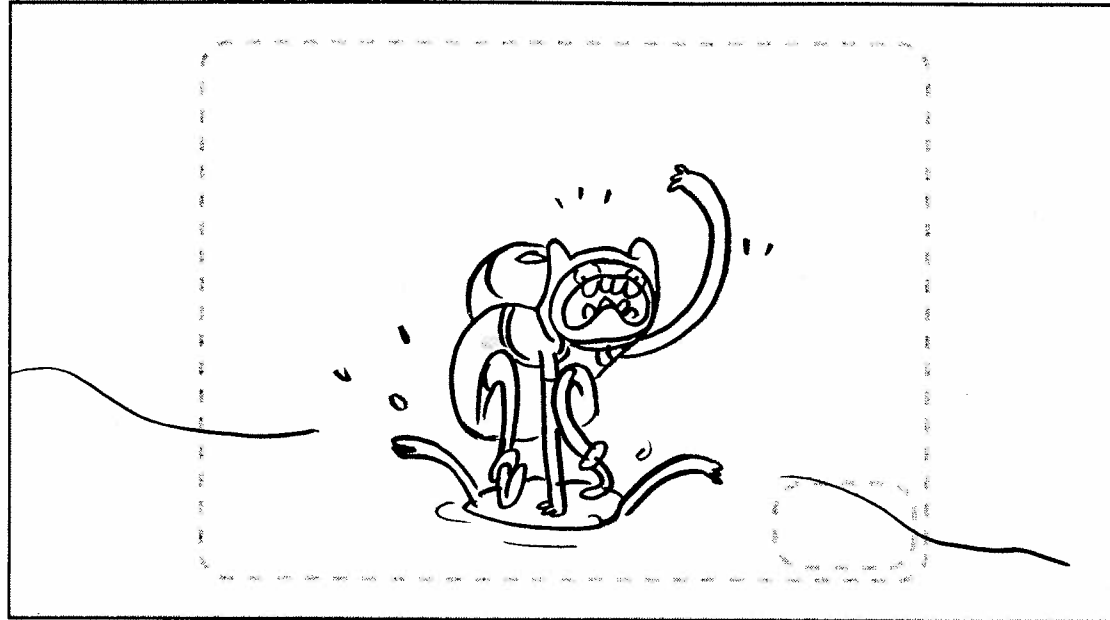
Page 63

Sc. 46

Pnl. F

Bg.

day night

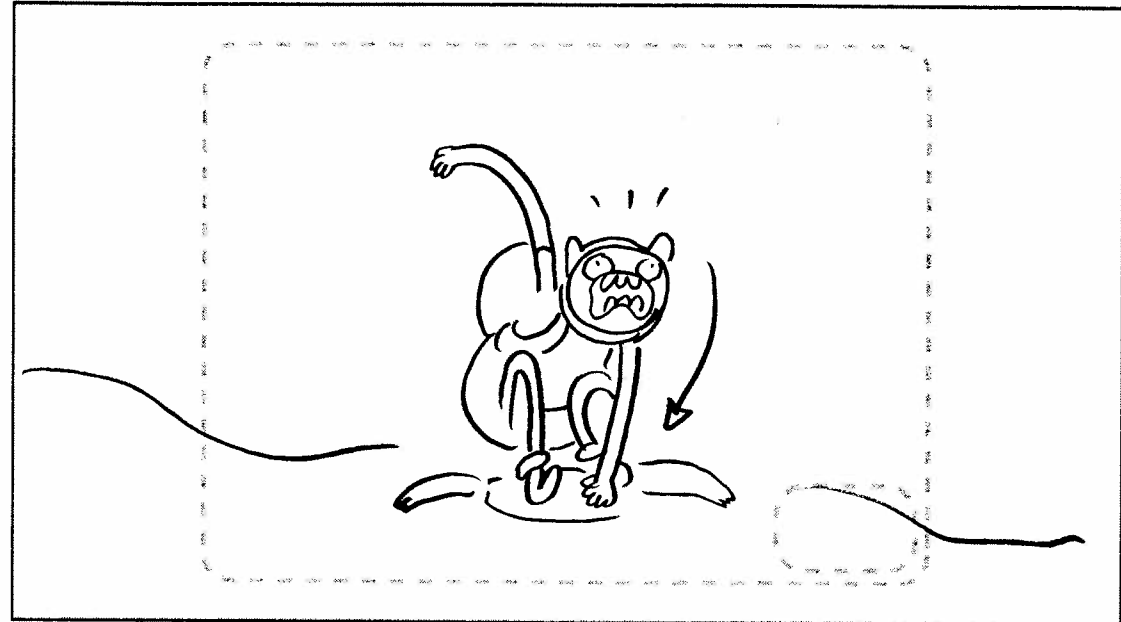


Sc.

Pnl. G

Bg.

day night



Dialog:

(F) AHH!

Action:

← cycle →  
FAST PUNCH

Timing:

EPISODE #

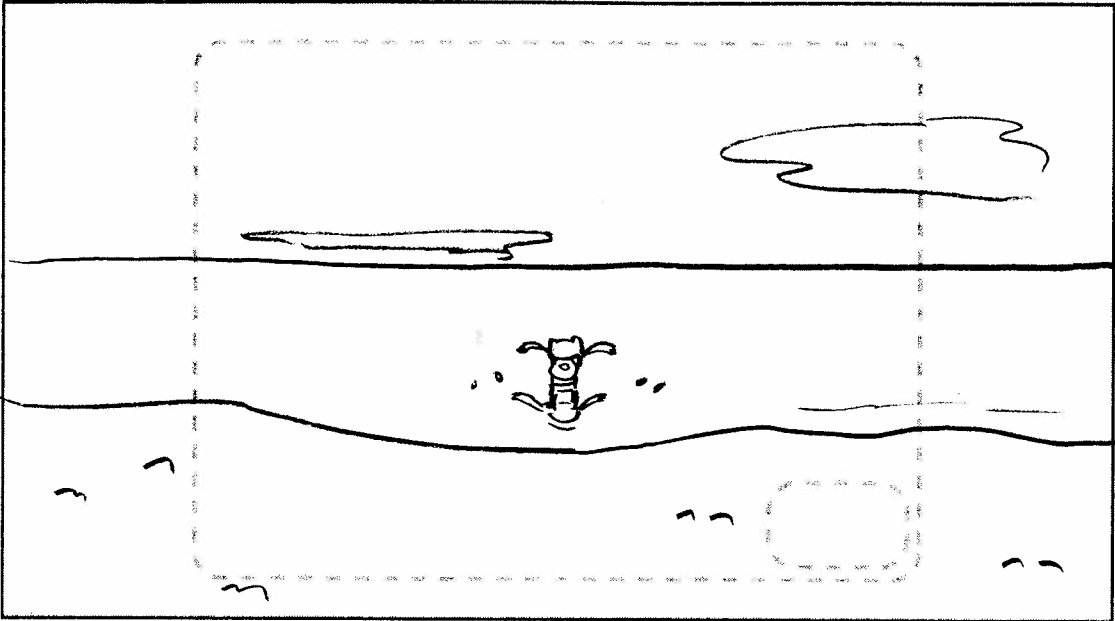
Production :

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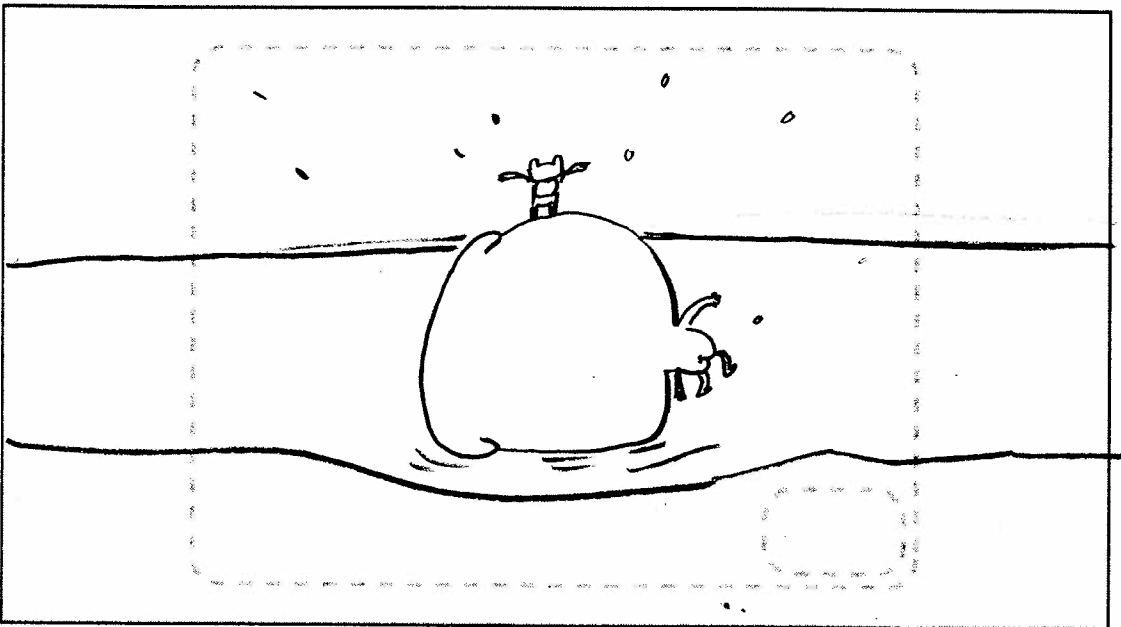
# ADVENTURE TIME



Sc. 47 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action:
Timing:

JAKE'S HEAD PUFFS UP. QUICK

EPISODE #

Production :

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# ADVENTURE TIME



Sc. 47

Pnl. C

Bg.

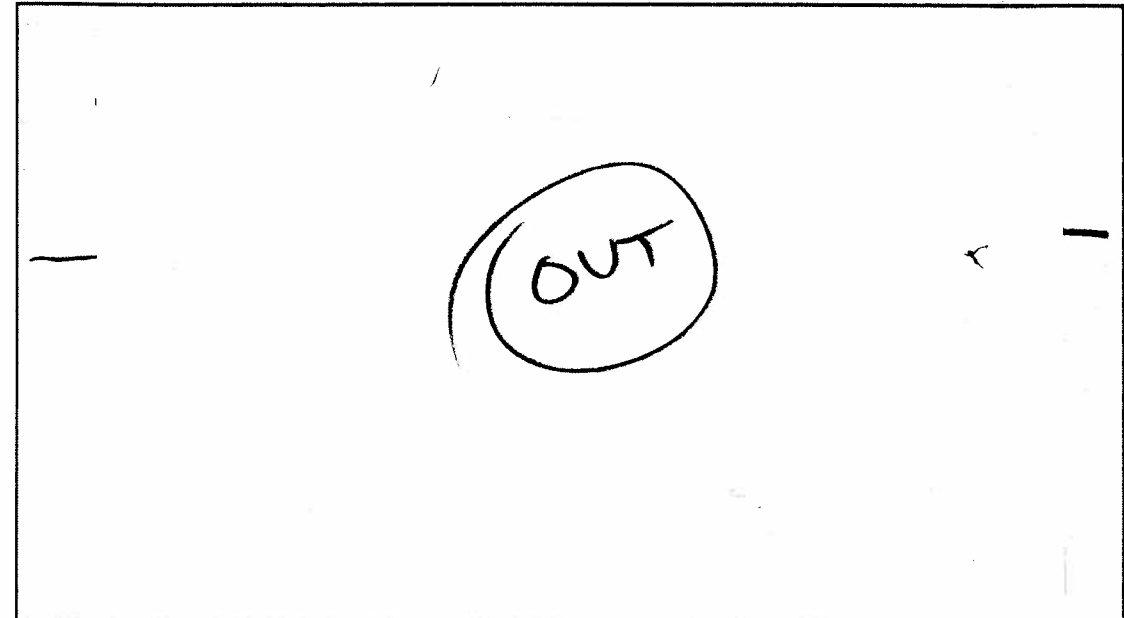
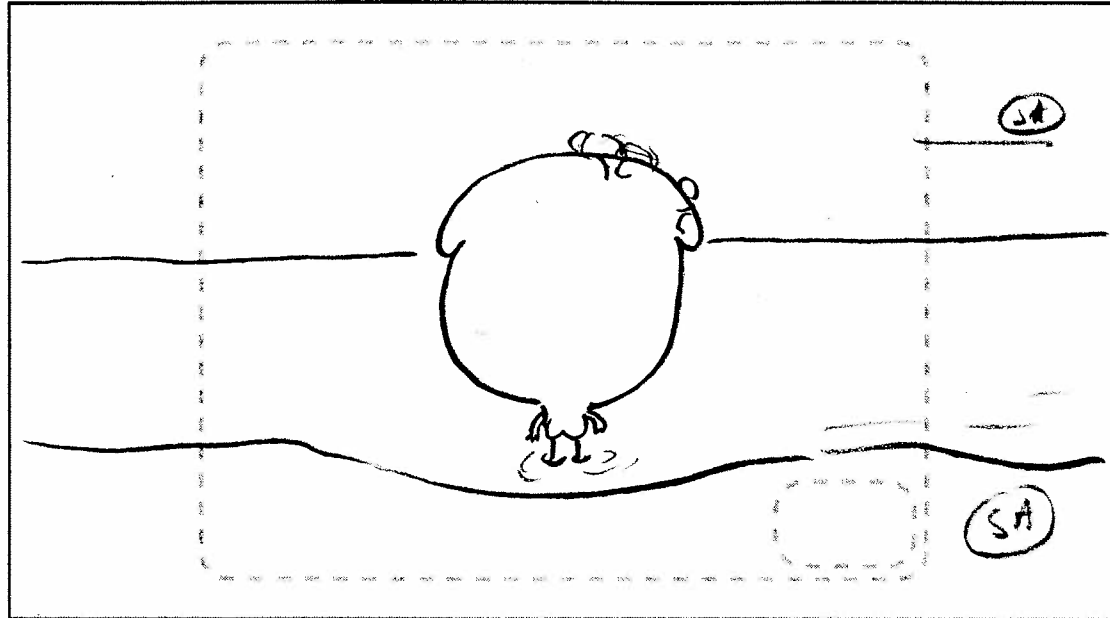
day night

Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

Production :



# ADVENTURE TIME

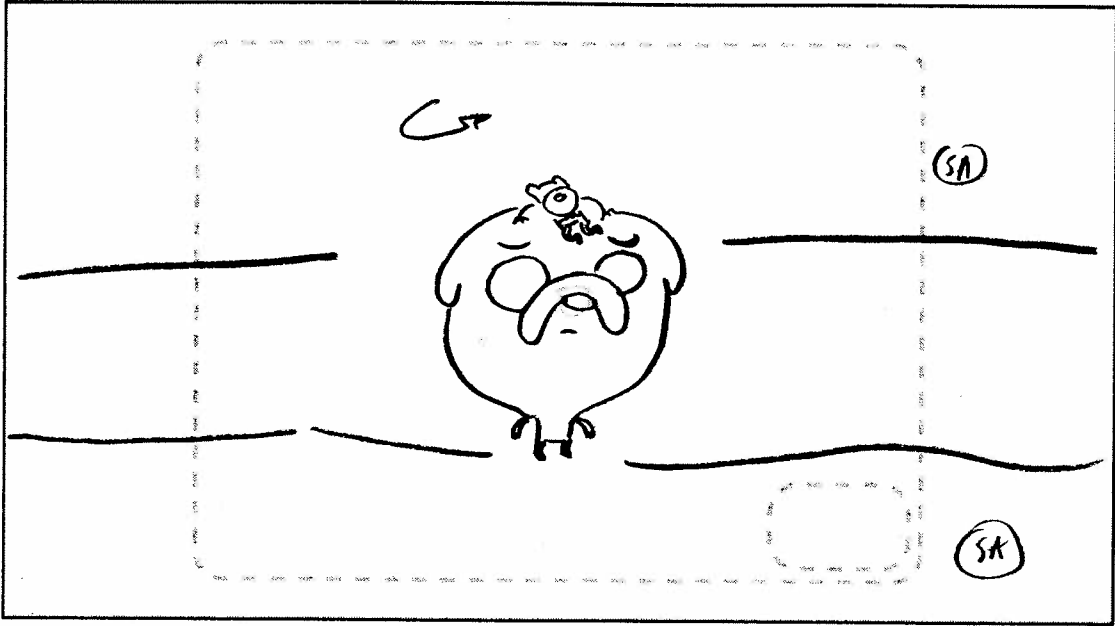


Sc. 47

Pnl. D

Bg.

day night

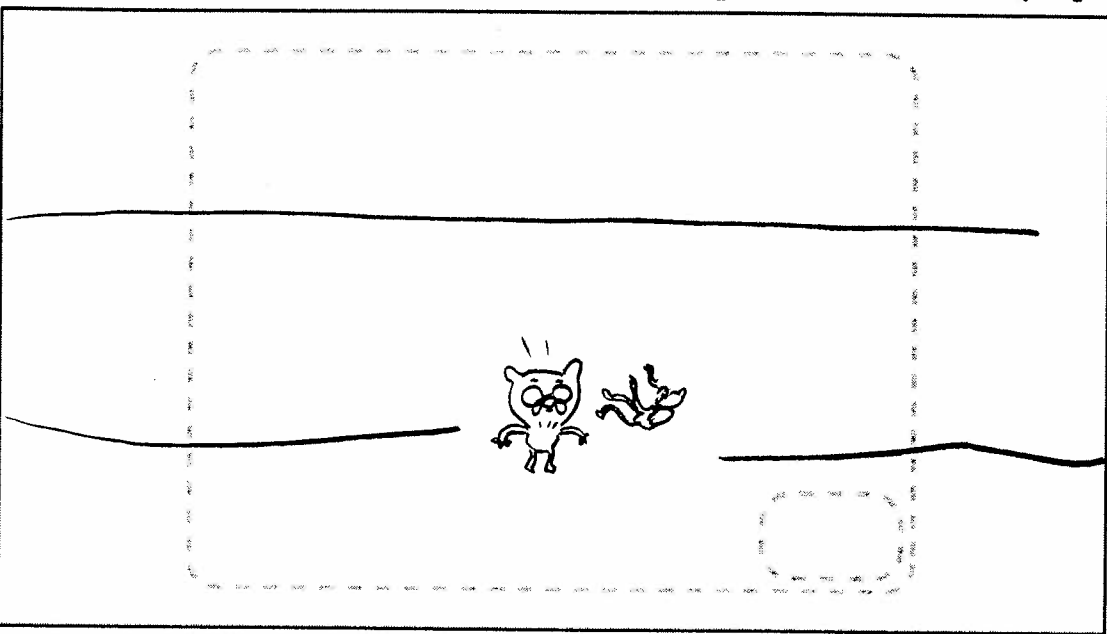


Sc.

Pnl. E

Bg.

day night



Dialog:
Action: <p>TURN AROUND</p>
Timing:

EPISODE #

Production :

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# ADVENTURE TIME

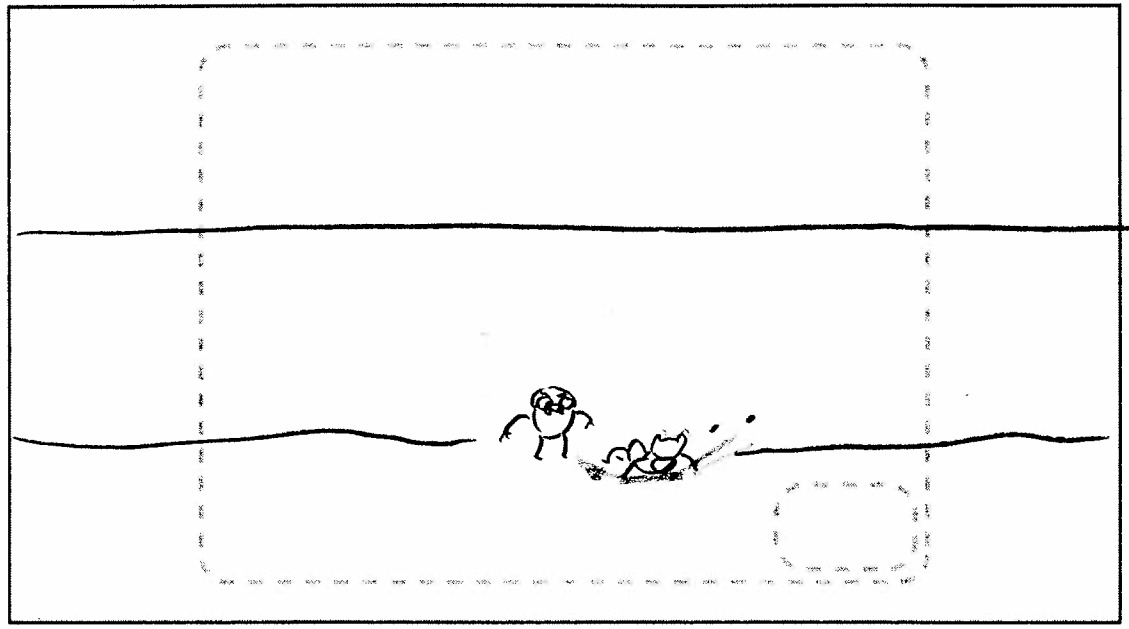


Sc. 47

Pnl. F

Bg.

day night

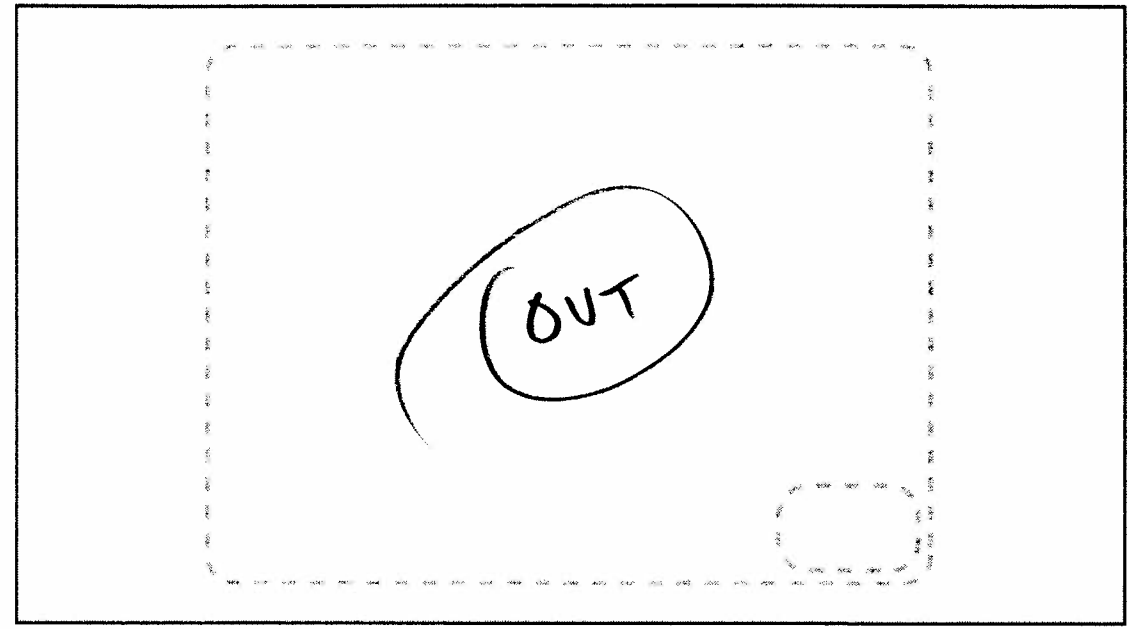


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

Production :

# ADVENTURE TIME

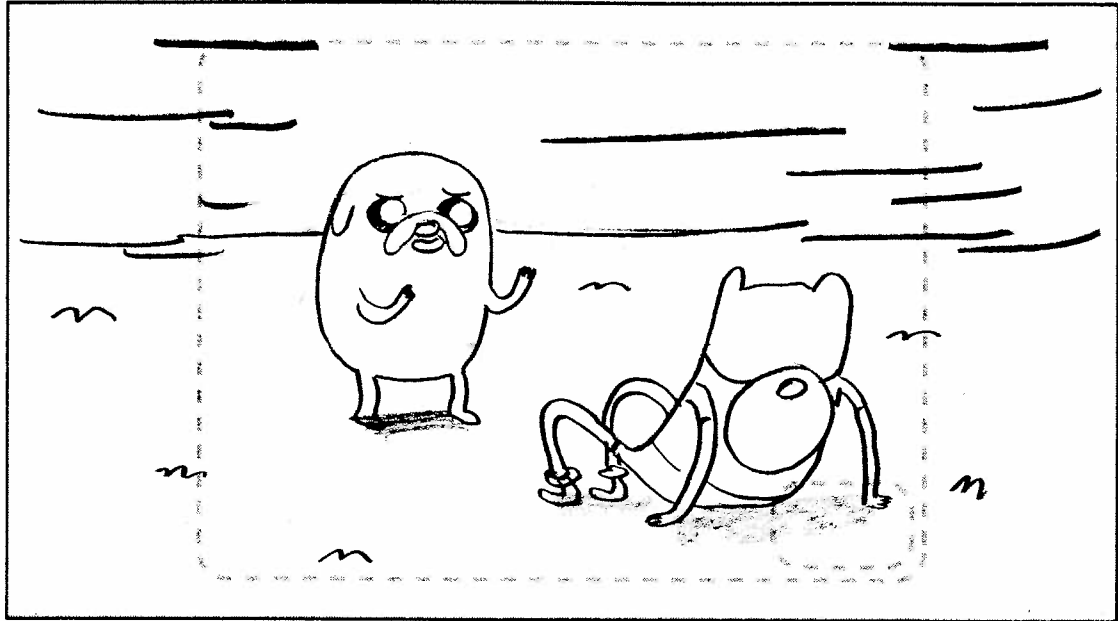


Sc. 48

Pnl. A

Bg.

day night

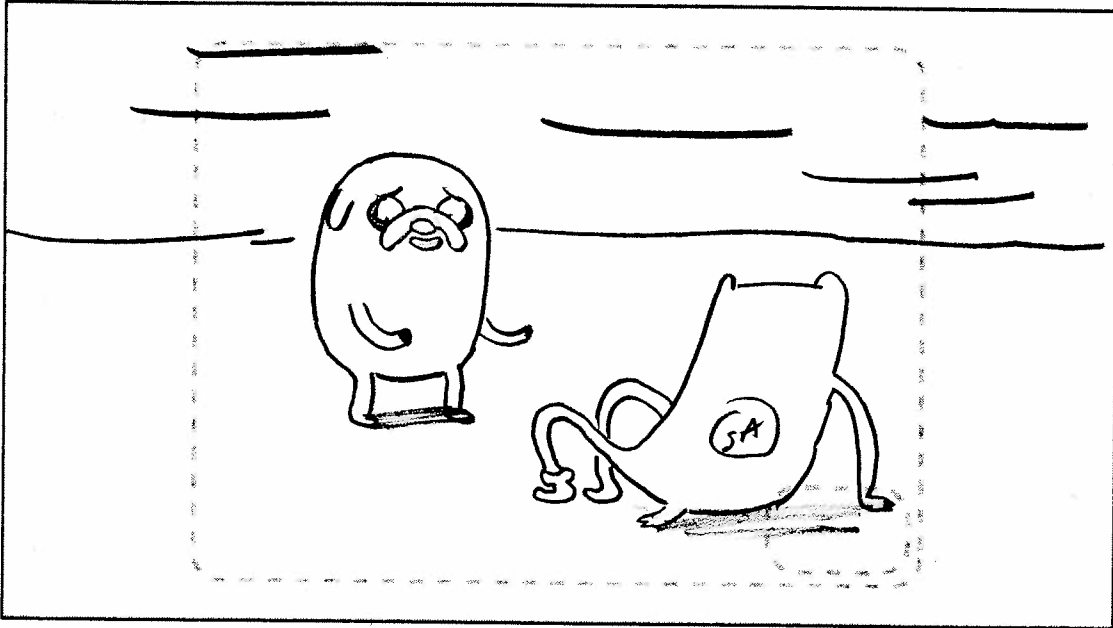


Sc.

Pnl. B

Bg.

day night



Dialog:	(J) HOT JAM. YOU'RE REALLY SCARED OF THE OCEAN.	WE SHOULD DO THIS ANOTHER TIME.
Action:		
Timing:		

EPISODE #

Production :

# ADVENTURE TIME



Page 69

Sc. 49

Pnl. A

Bg.

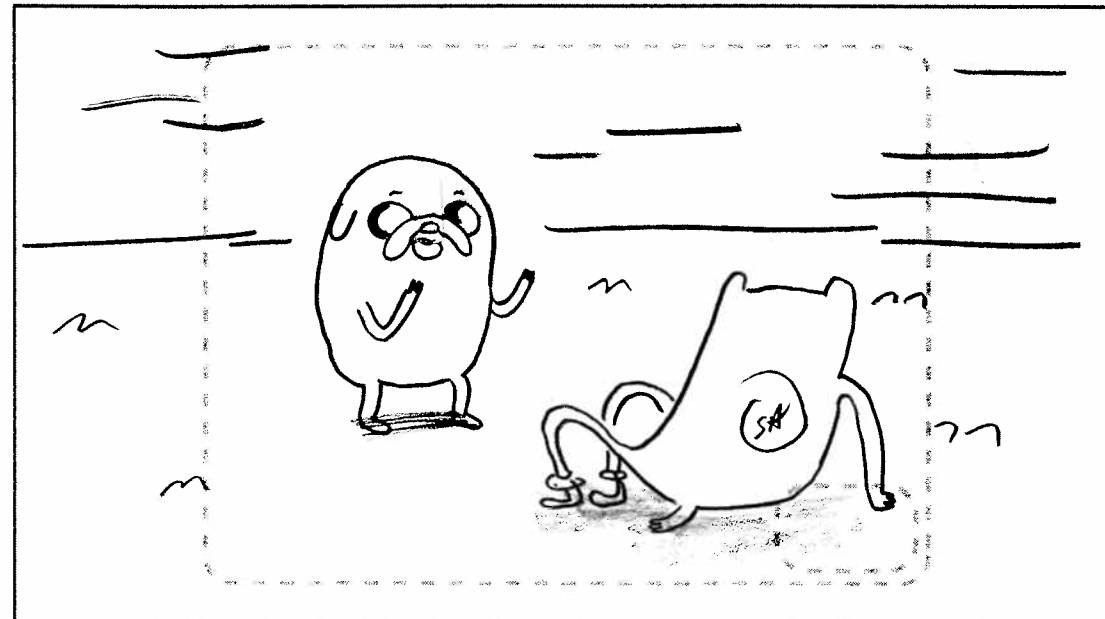
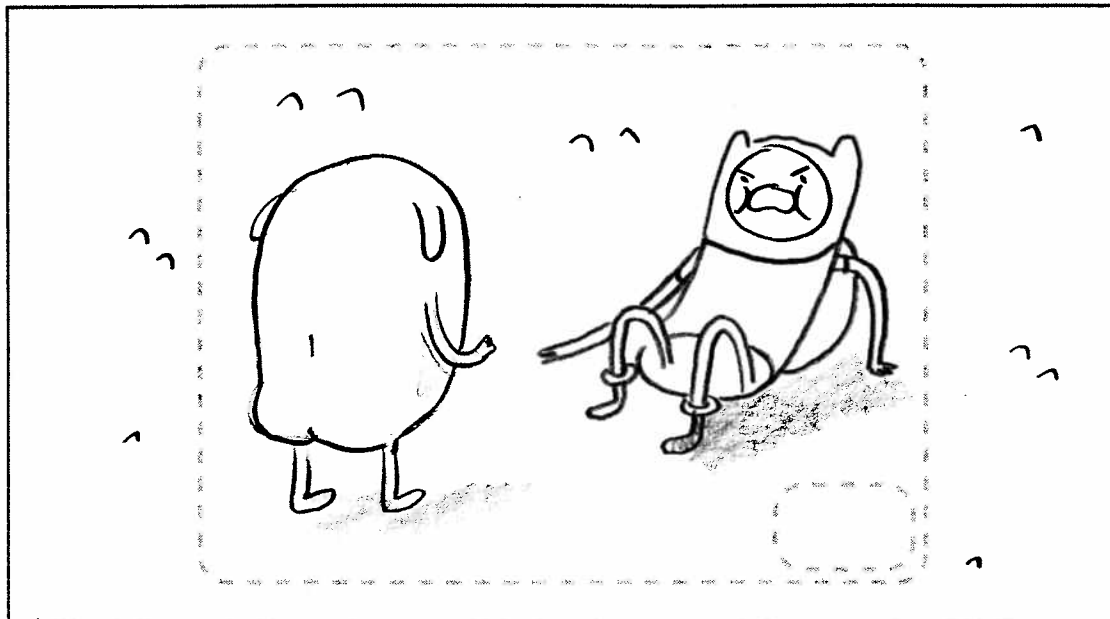
day night

Sc. 50

Pnl. A

Bg.

day night



Dialog:

(F) I WANT TO GET OVER  
THIS NOW.

(J) RELAX MAN, I GOT  
A PLAN WE CAN START  
IN THE MORNING.

Action:

Timing:

EPISODE #

Production :

# ADVENTURE TIME



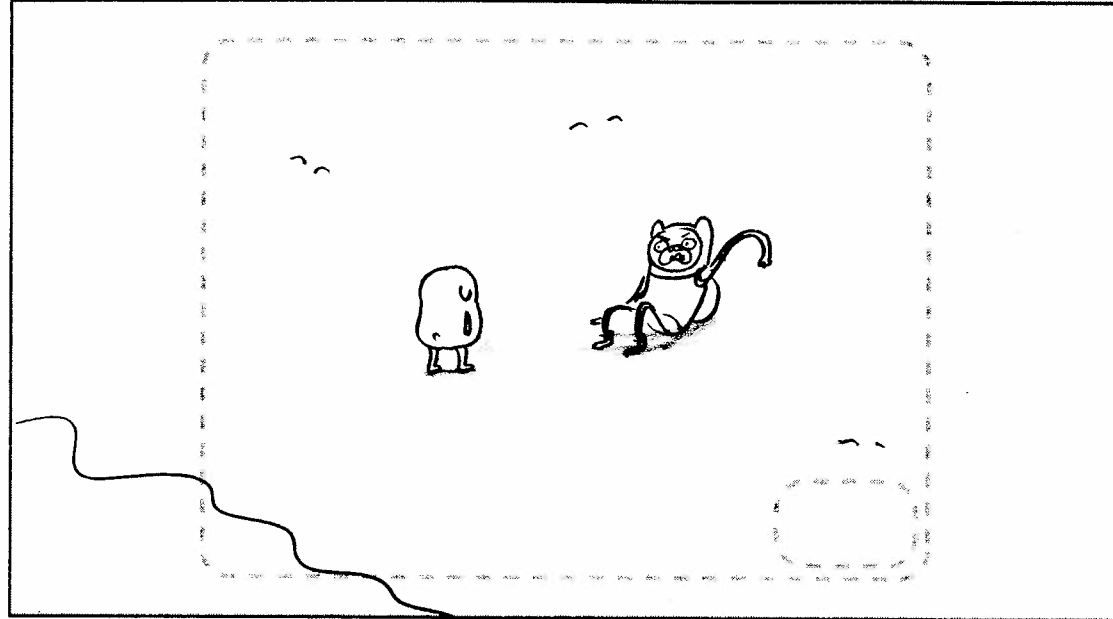
Page 20

Sc. 51

Pnl. A

Bg.

day night

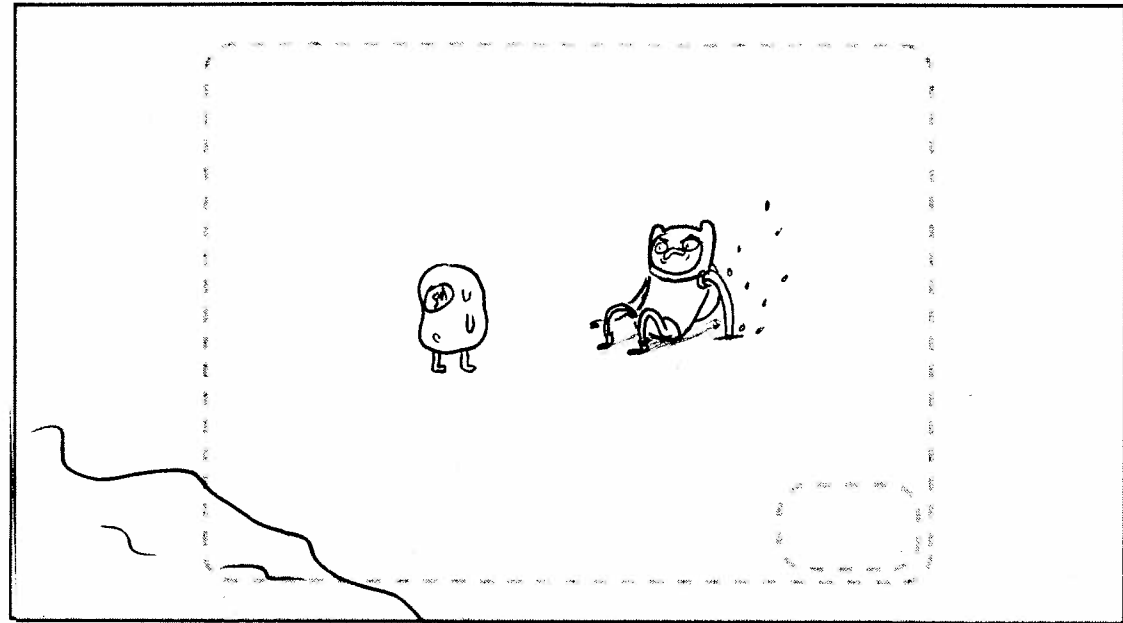


Sc.

Pnl. B

Bg.

day night



Dialog:

(F) AH!

(SFX: THUD)

Action:

PUNCHES DIRT

Timing:

EPISODE #

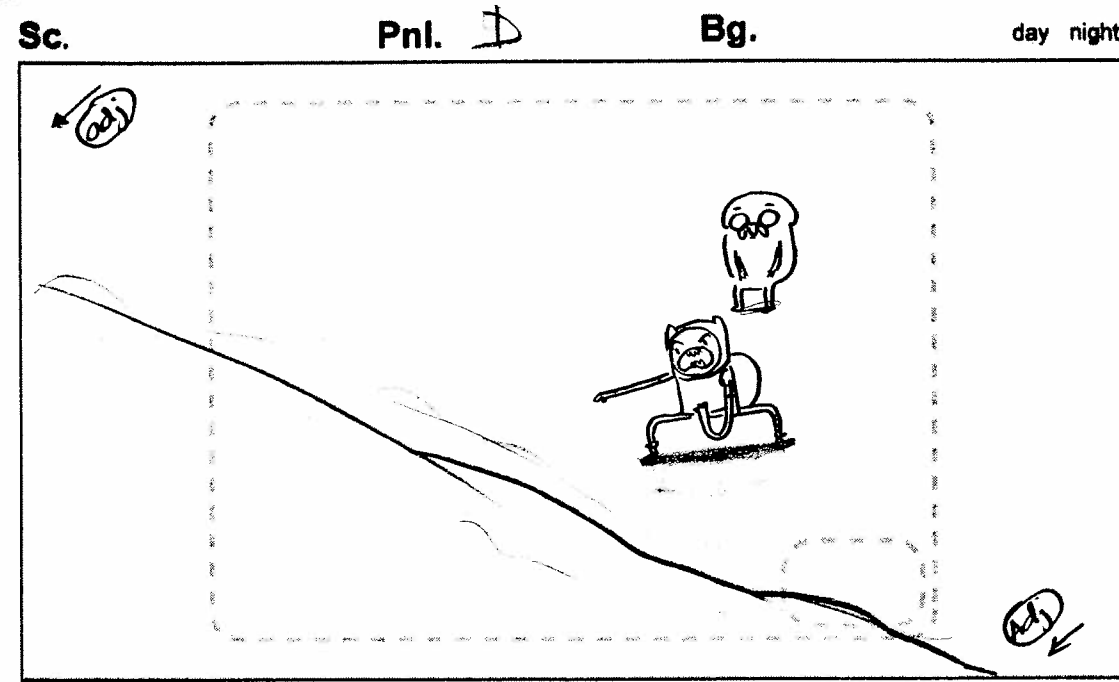
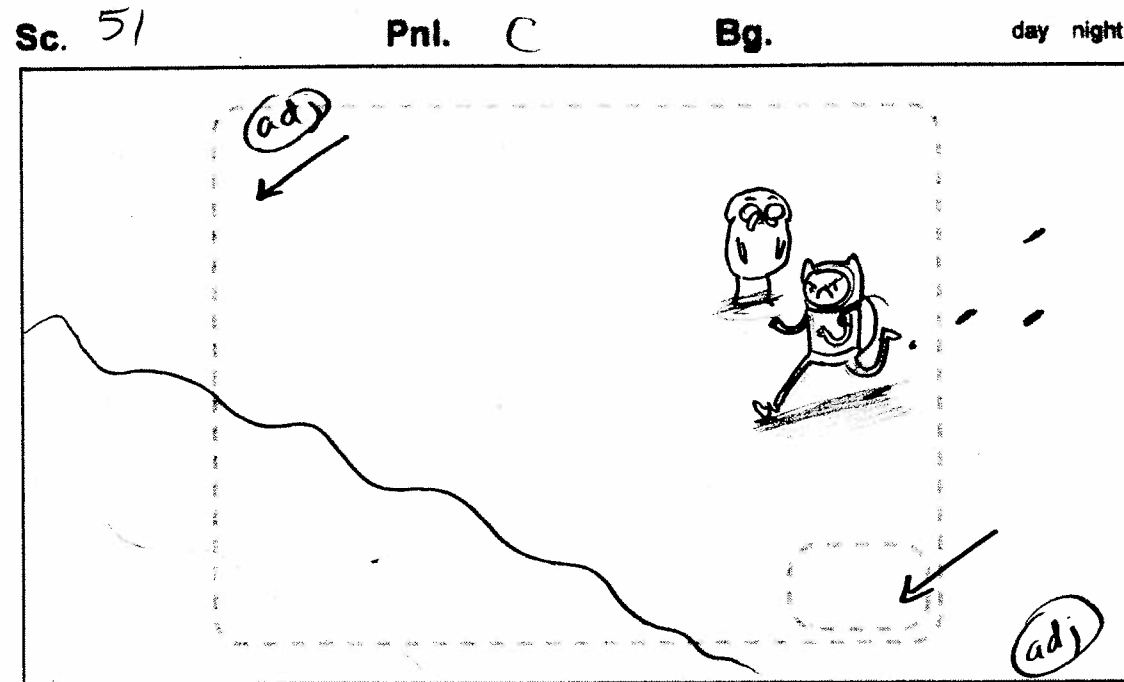
Production :

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# ADVENTURE TIME



Page 71



Dialog:

(F) I'M NOT AFRAID OF YOU!!!

Action:

TRACK FIN AS HE RUNS TO WATER

RUNS TO OCEAN

Timing:

EPISODE #

Production :

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# ADVENTURE TIME

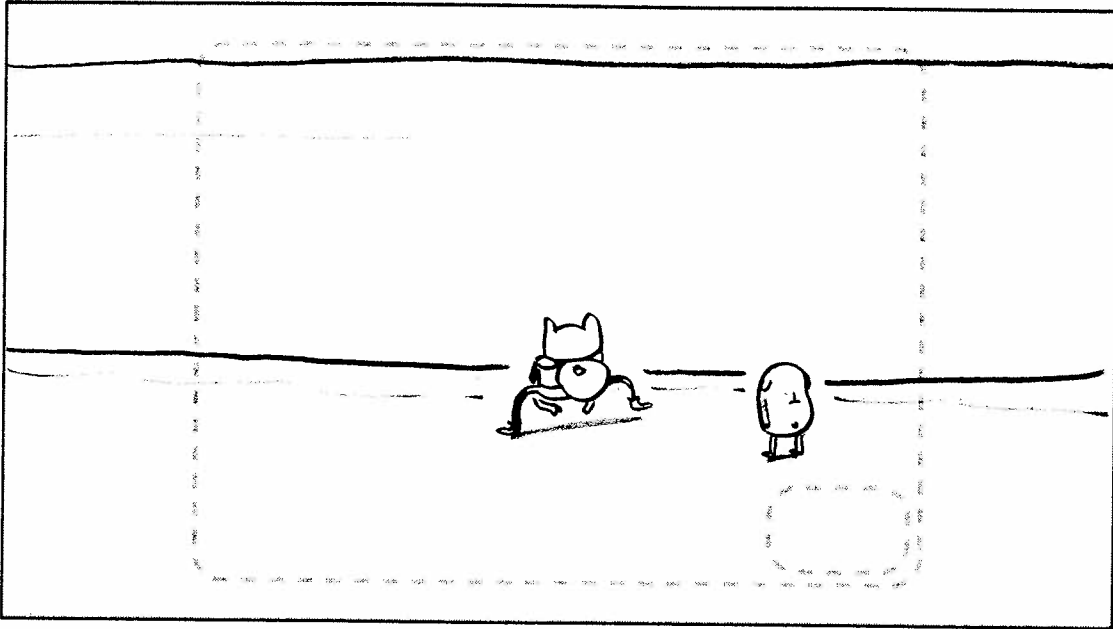


Sc. 52

Pnl. A

Bg.

day night

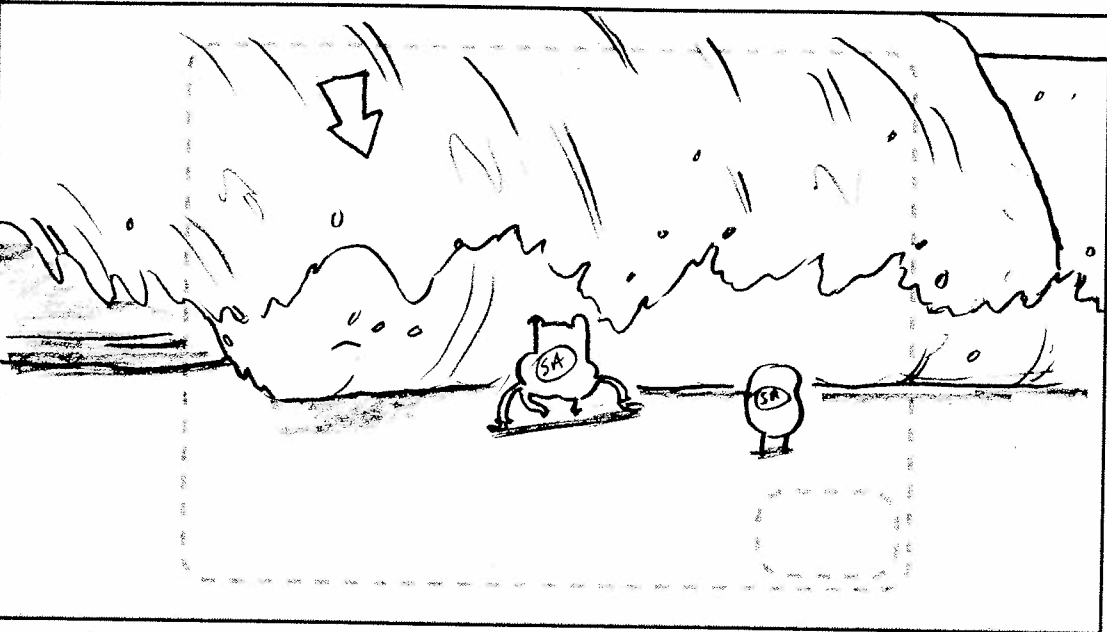


Sc.

Pnl. B

Bg.

day night



Dialog:	
Action:	SFX: SPLASH  WAVE SMASHES THE GROUND.
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME



Page 73

Sc. 52

Pnl. C

Bg.

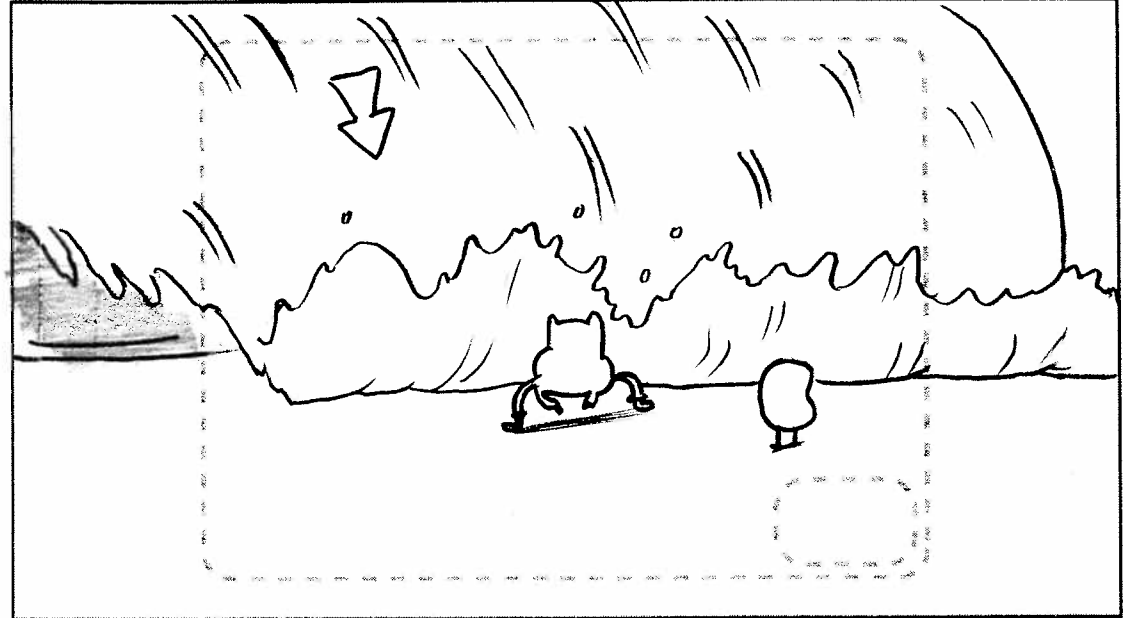
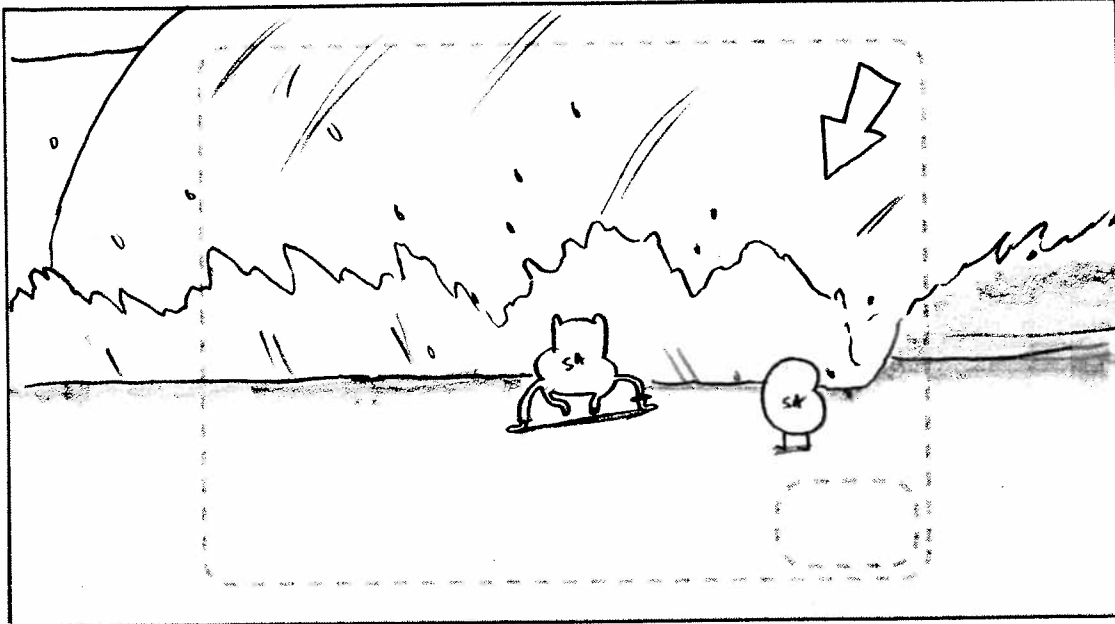
day night

Sc.

Pnl. D

Bg.

day night



Dialog:

(SFX: SPLASH)

(SFX: SPLASH !)

Action:

3RD WAVE SMASHES.

Timing:

EPISODE #

Production :



# ADVENTURE TIME



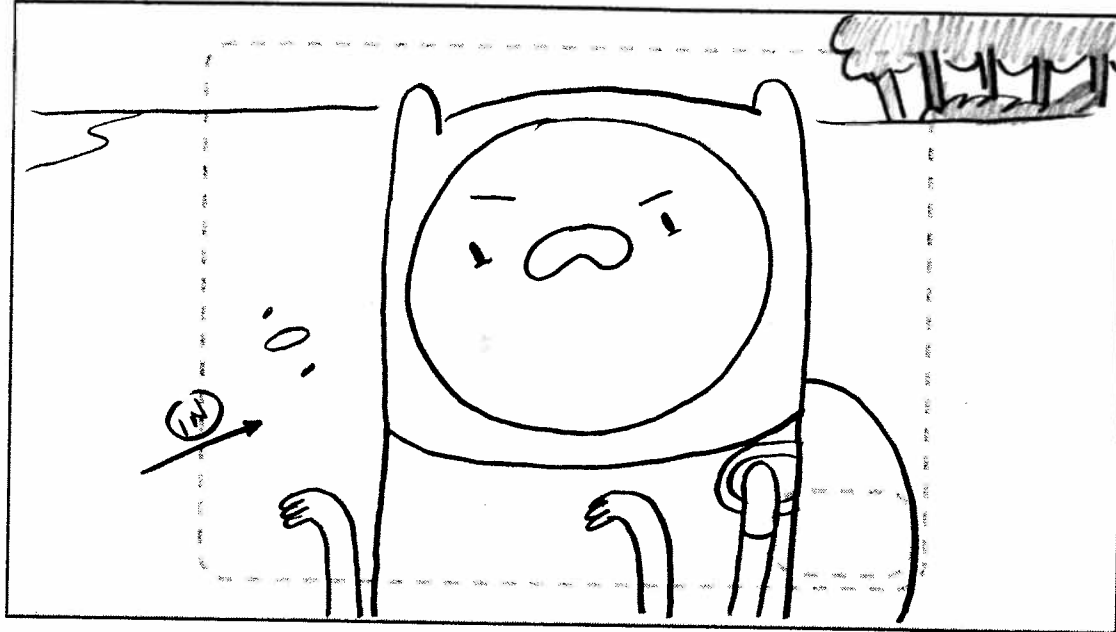
Page 74

Sc. 53

Pnl. A

Bg.

day night

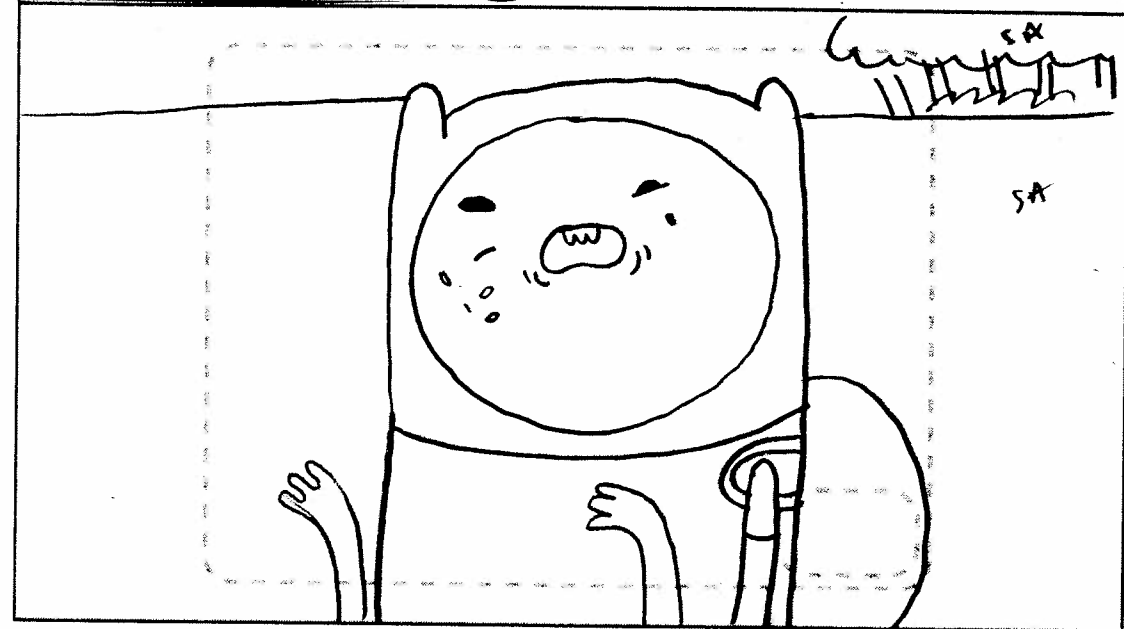


Sc.

Pnl. B

Bg.

day night



Dialog:

(F) SLOW MO SCREAM.

Action:

SLOW - MO



(SMALL DROP OF WATER  
SPLASHES FIN IN THE  
FACE)

Timing:

EPISODE #

Production :

# ADVENTURE TIME

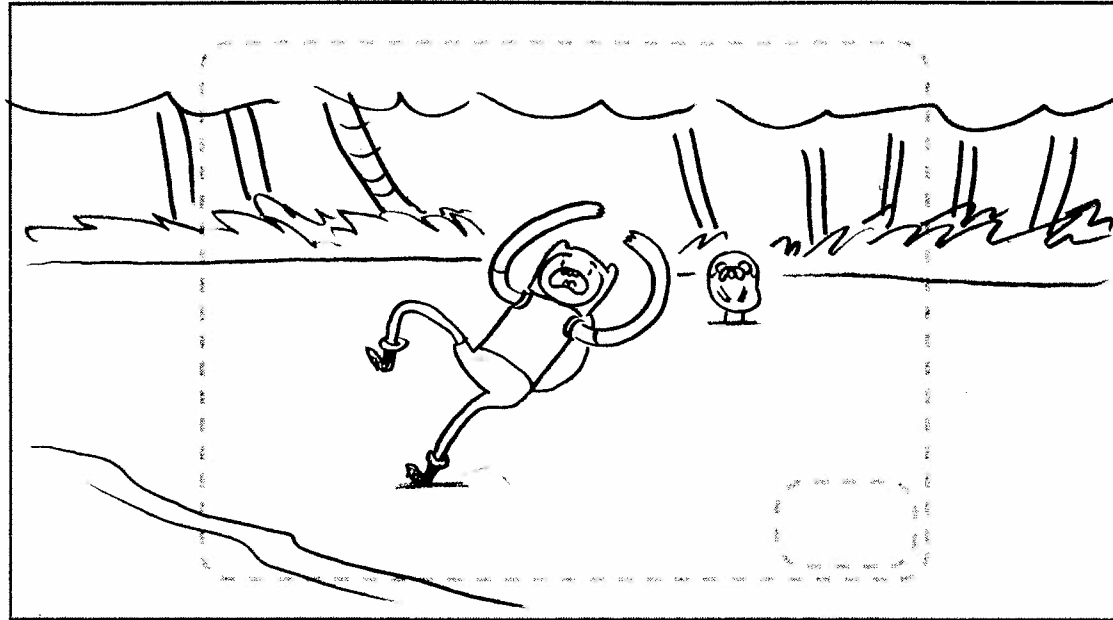


Sc. 54

Pnl. A

Bg.

day night

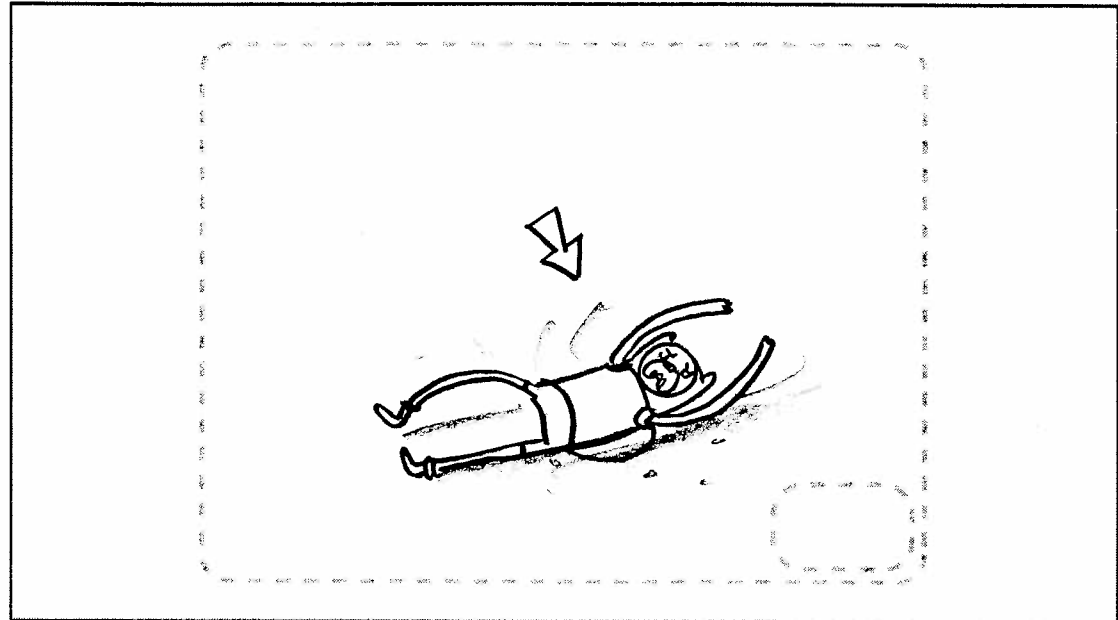


Sc.

Pnl. B

Bg.

day night



Dialog:

⑦ I'm AFRAID of you!  
I'm AFRAID of you!

AH!

(SFX: THUD)

Action:

FIN FALLS DOWN.

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 76

Sc. 54

**Pnl.** C

**Bg.**

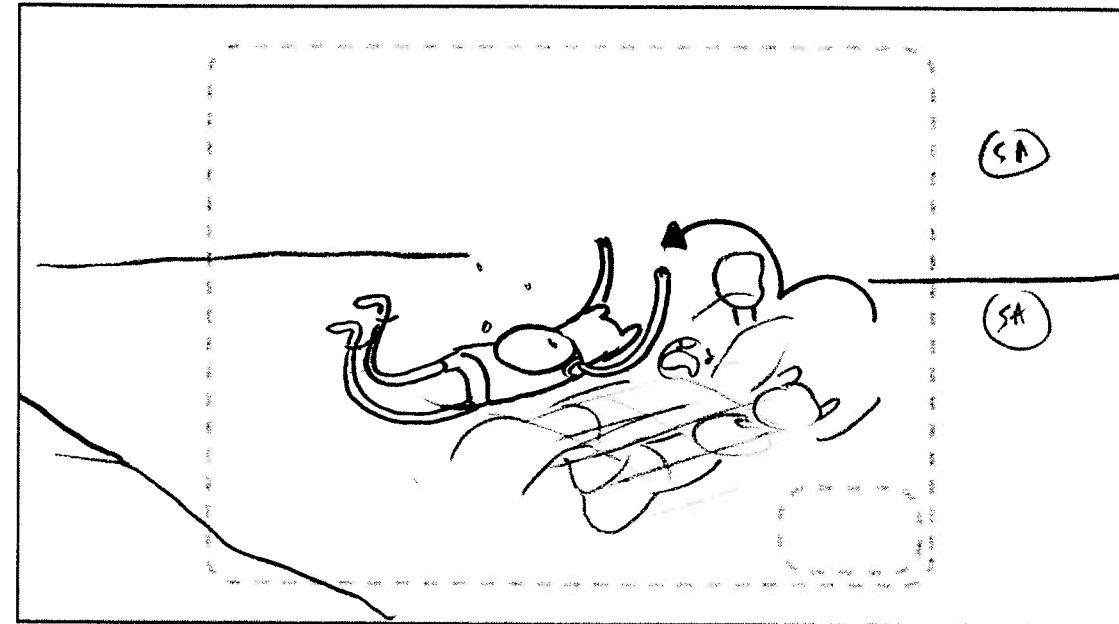
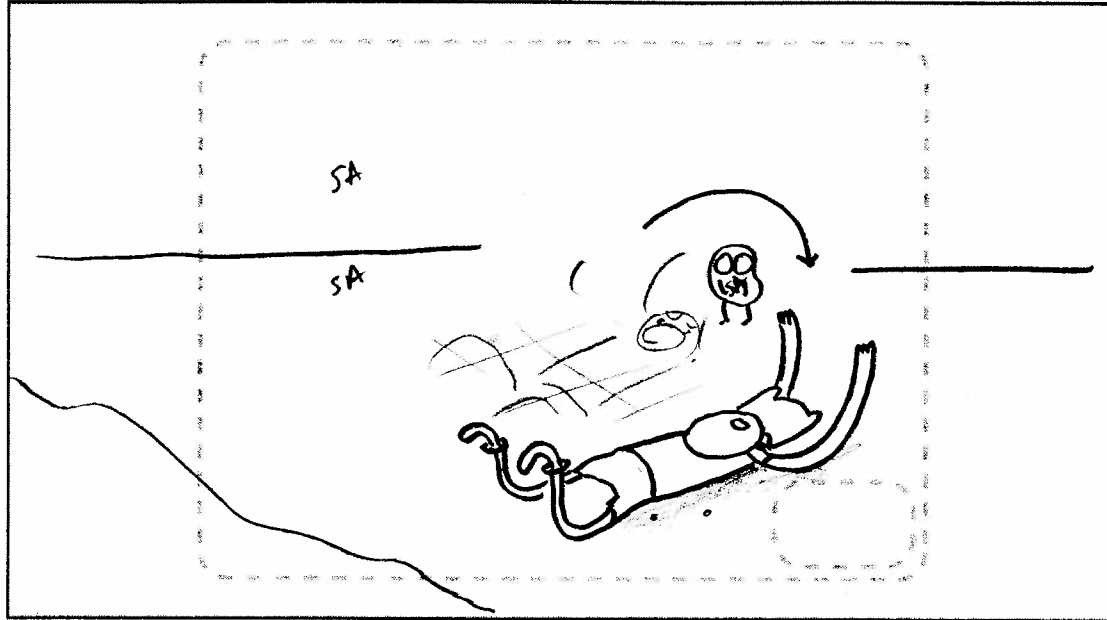
**day night**

**Sc.**

**Pnl.** *D*

**Bg.**

day night



**Dialog:**

⑦

А Н Н Н Н

**Action:**

## ROLL CYCLE

**Timing:**

# EPISODE #

**Production :**

# ADVENTURE TIME

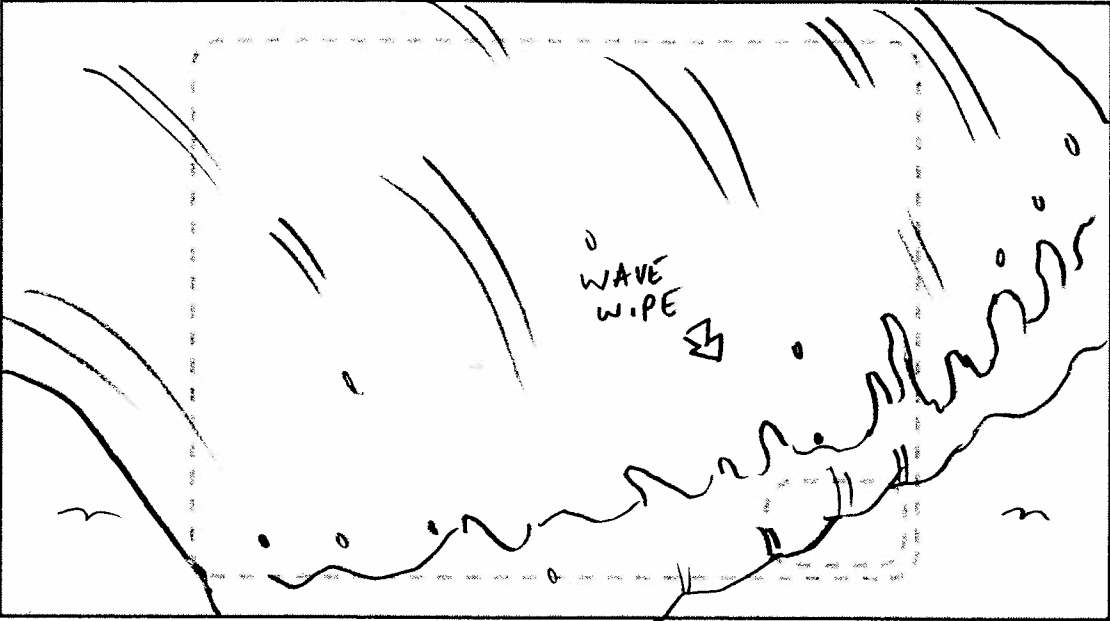


Sc. 54

Pnl. E

Bg.

day night



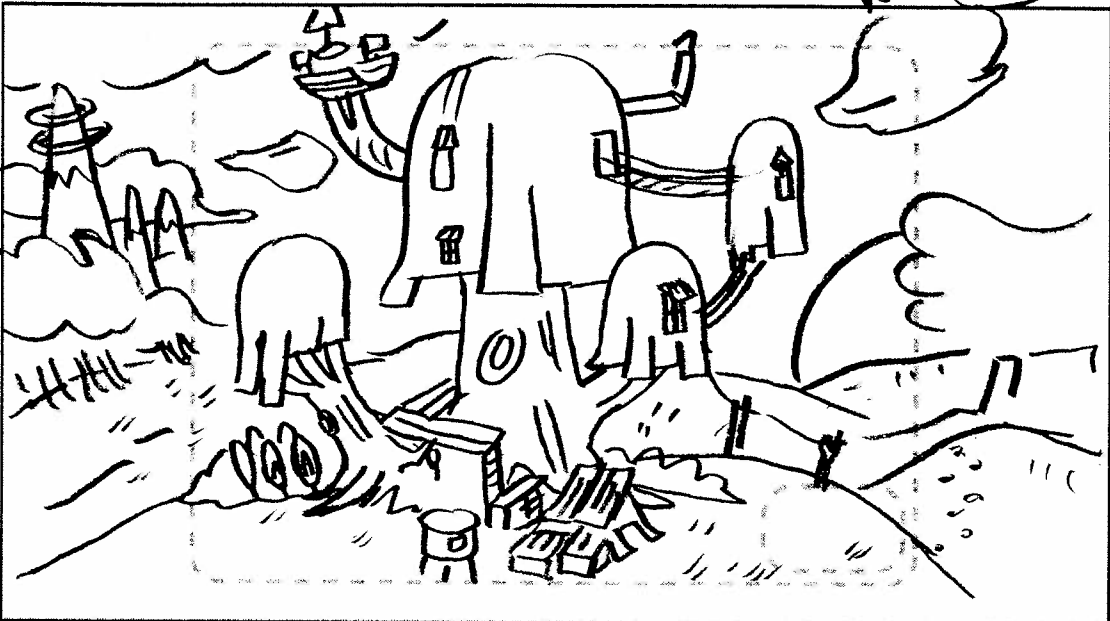
Sc. 55

Pnl. A

Bg.

STOCK  
T. HOUSE  
BGI OK

day night



Dialog:	* MORNING *
Action:	SFX: BIRDS CHIRP
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME

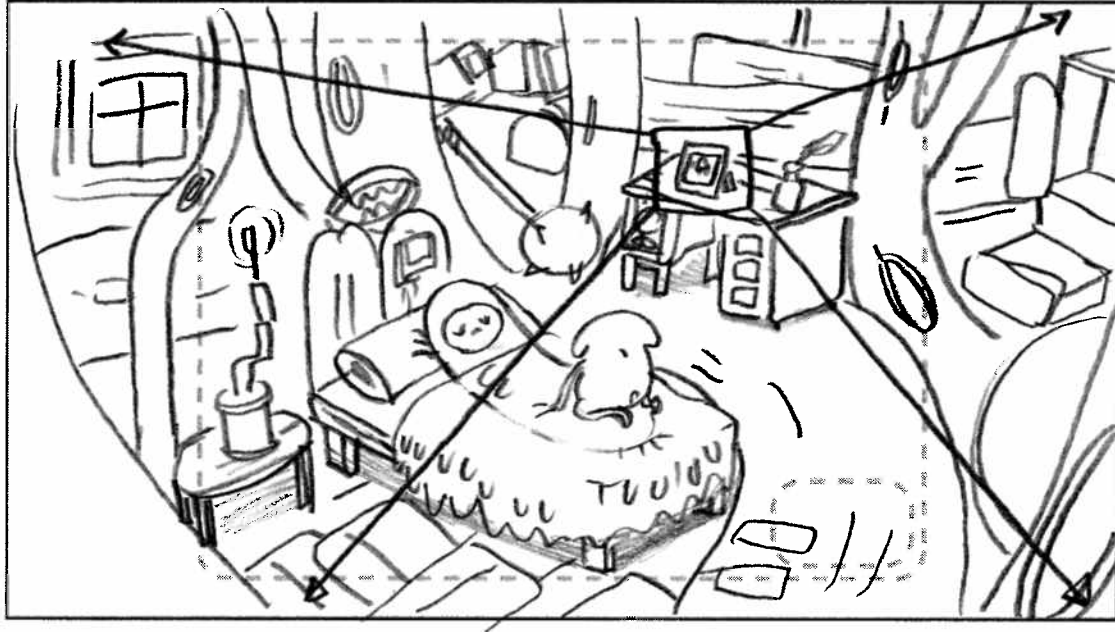


Sc. 56

Pnl. A

Bg.

day night

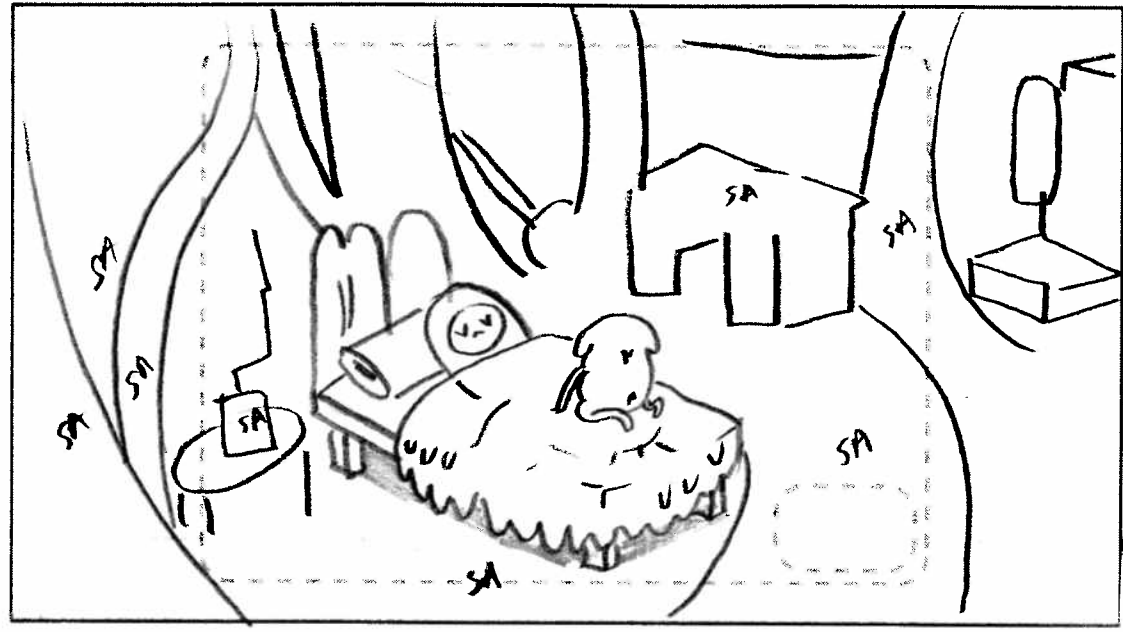


Sc.

Pnl. B

Bg.

day night



EPISODE #

Dialog:

(J)

FIN...  
FIN...  
FIN...

Action:

PULL OUT FROM PICTURE OF T. HOUSE  
ON DESK

Timing:

Production :

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# ADVENTURE TIME



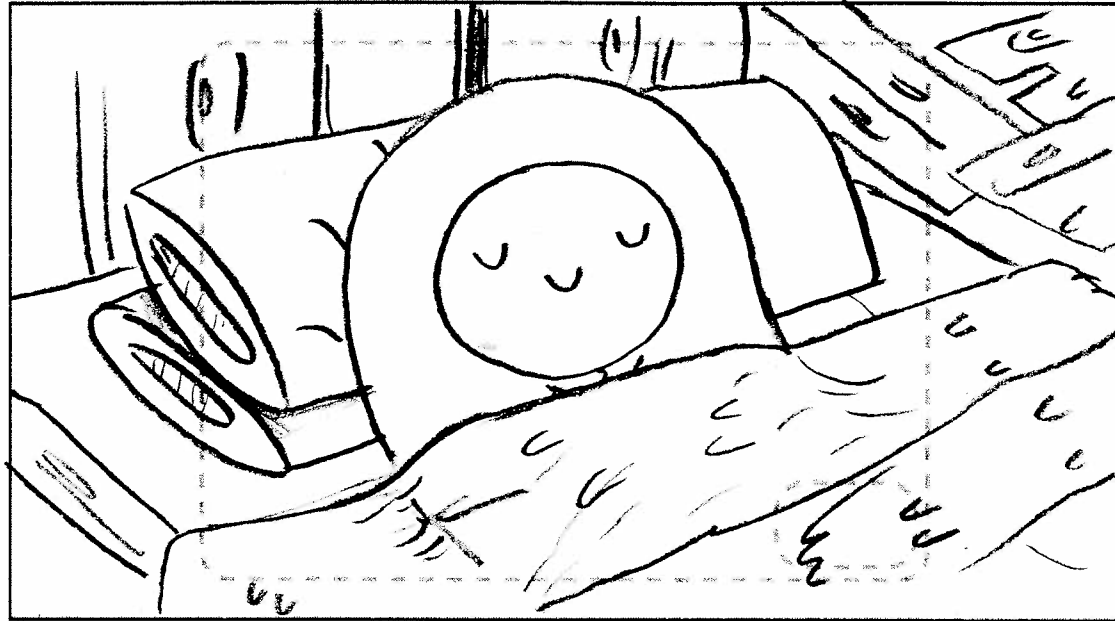
Page 79

Sc. 57

Pnl. A

Bg.

day night

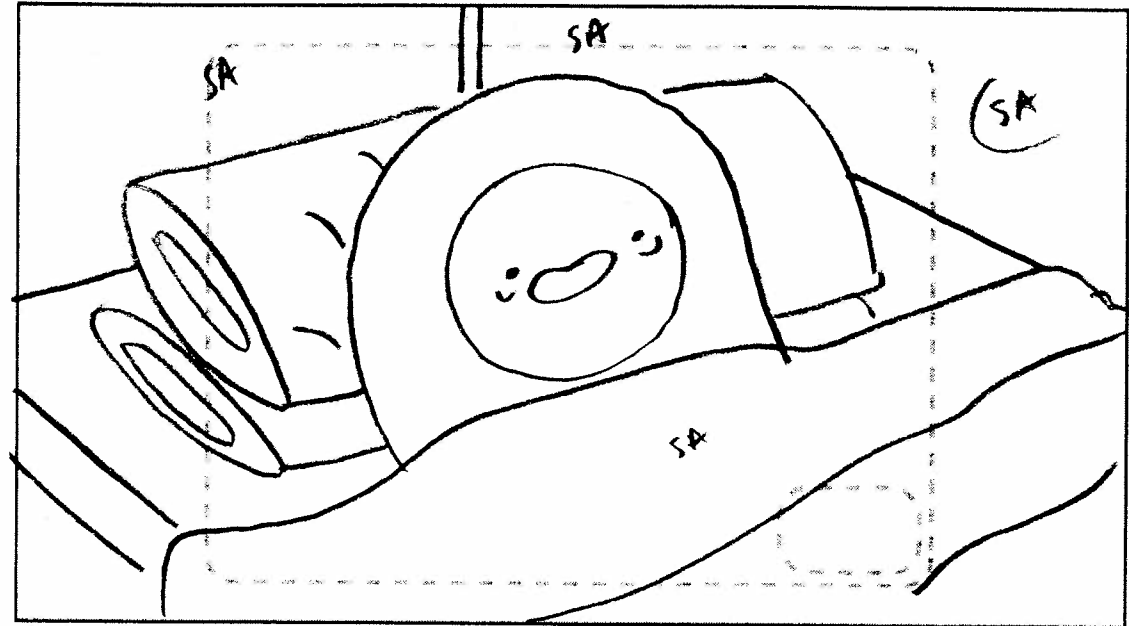


Sc.

Pnl. B

Bg.

day night



Dialog:

ⓕ MORNIN' JAKE!

Action:

FIN OPENS EYES  
SLOWLY →



Timing:

EPISODE #

Production :

# ADVENTURE TIME



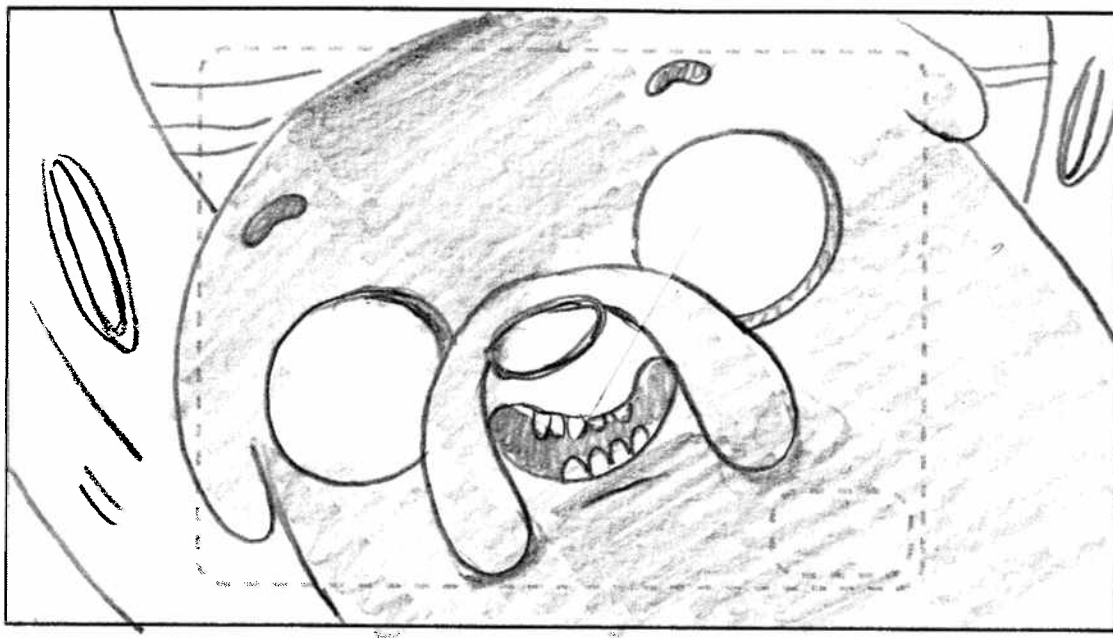
Sc. 58

Pnl.

A

Bg.

day night



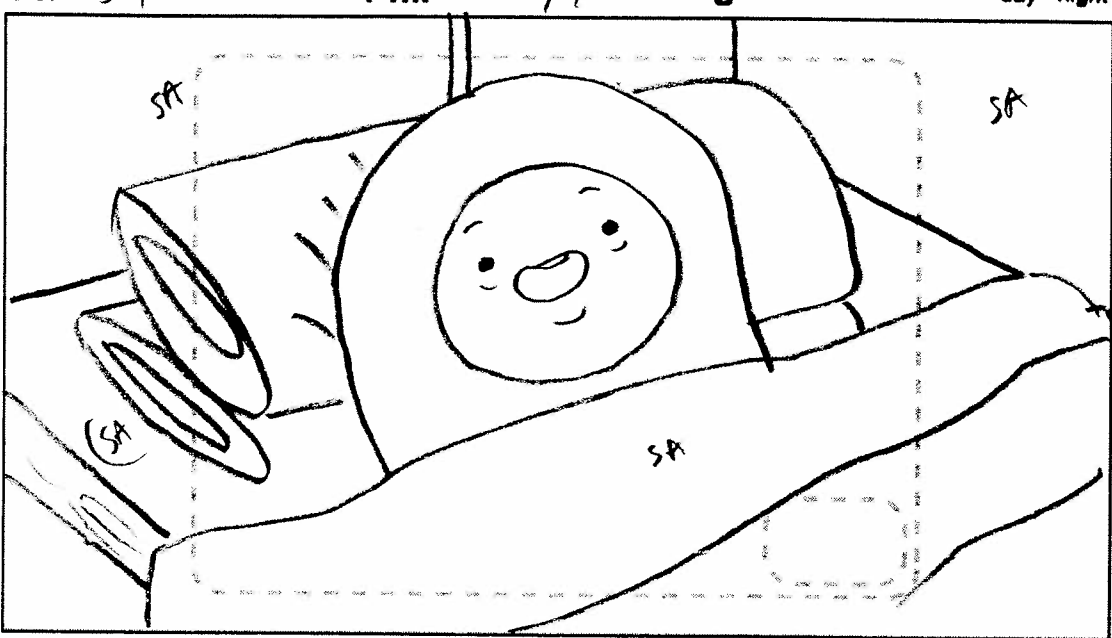
Sc. 59

Pnl.

A

Bg.

day night



Dialog:	(J) READY FOR ME TO HELP YOU GET OVER YOUR FEAR?	(F) YEAH MAN!
Action:		
Timing:		

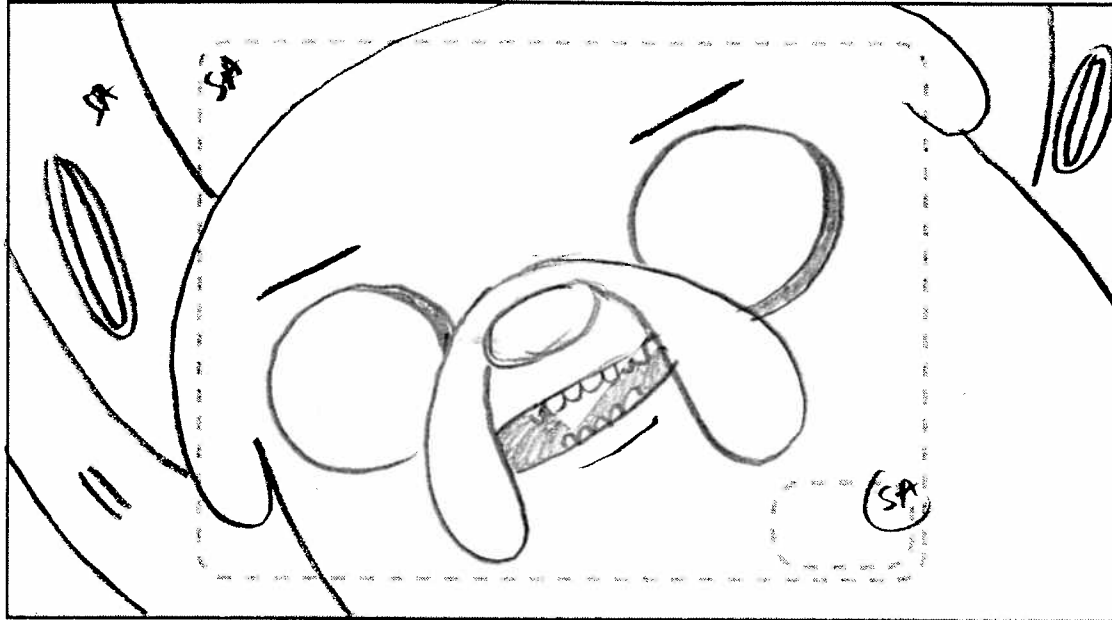
EPISODE #

Production :

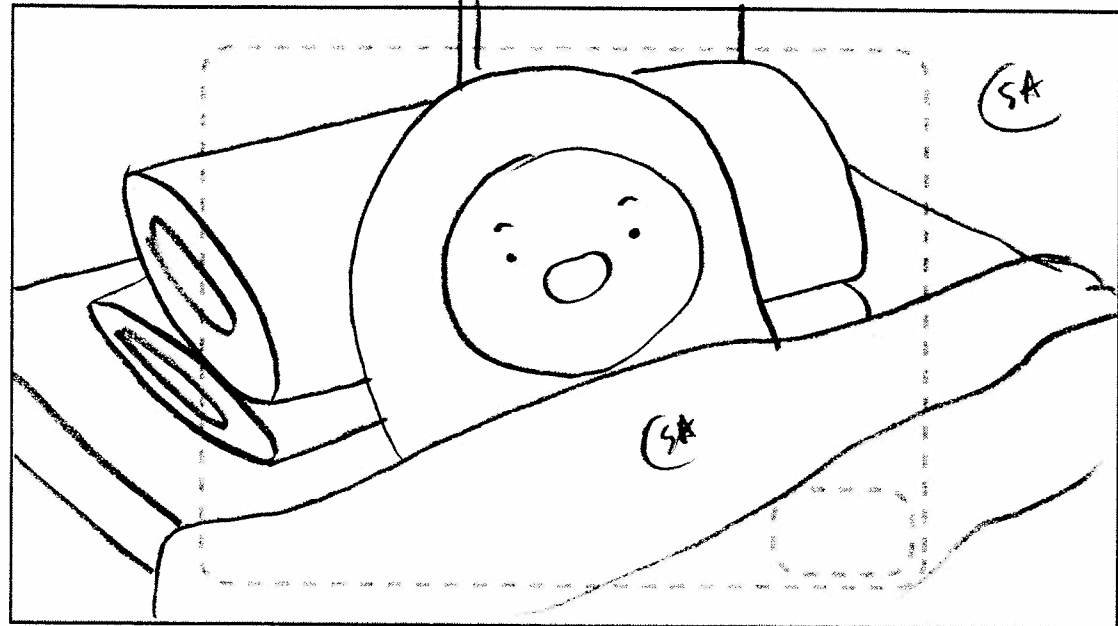
# ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog:	<u>(D)</u> COOL. BUT I CAN ONLY DO THIS IF YOU ASK ME.	<u>(F)</u> I'M ASKIN'!
Action:		
Timing:		

EPISODE #

Production :



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# ADVENTURE TIME

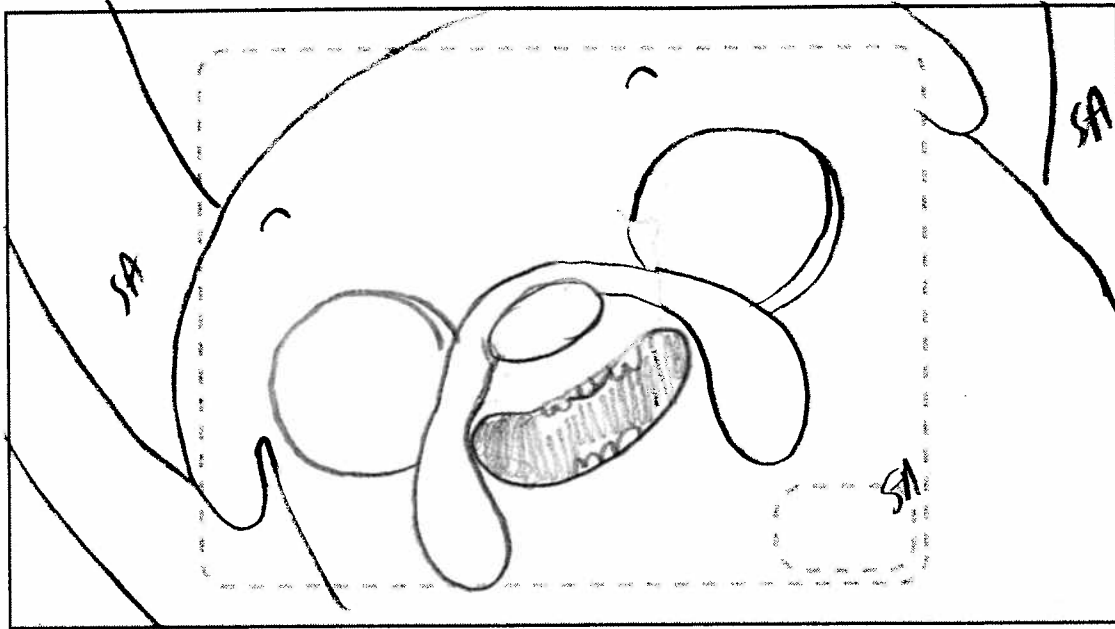


Sc. 62

Pnl. A

Bg.

day night

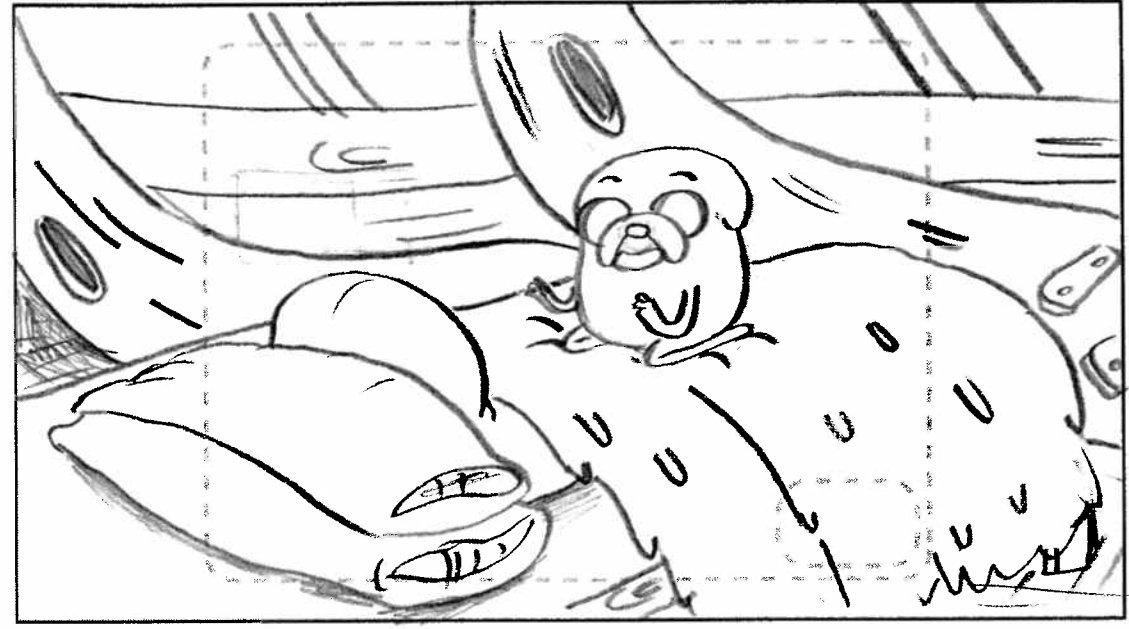


Sc. 63

Pnl. A

Bg.

day night



Dialog:

⑤ THEN GET READY FOR MY  
3 STEP PLAN!

⑤ WATCH YOUR TROUBLES  
MELT AWAY W/ STEP...

Action:

Timing:

EPISODE #

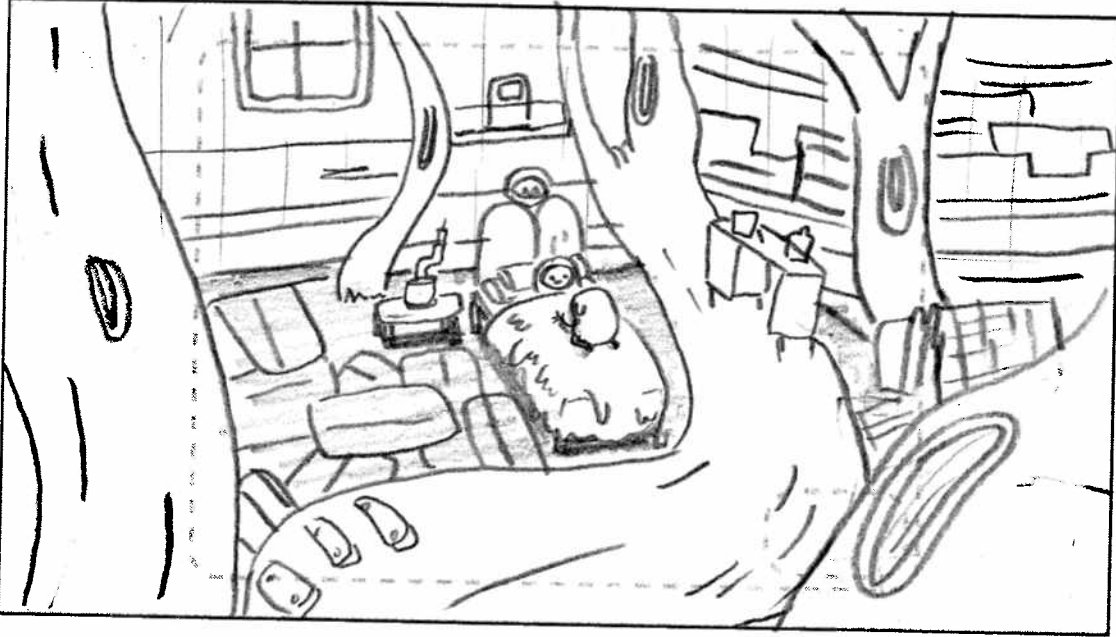
Production :

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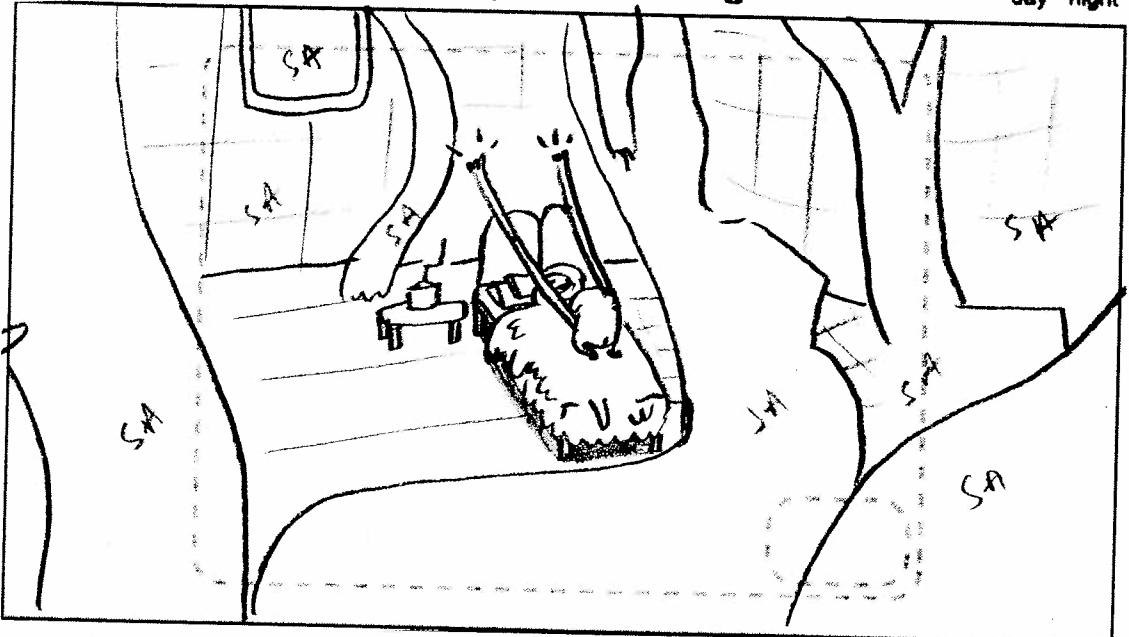
# ADVENTURE TIME



Sc. 64 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action:
Timing:

JAKE'S ARMS SHOOT OUT & HIT THE WALL.

EPISODE #

Production :

# ADVENTURE TIME



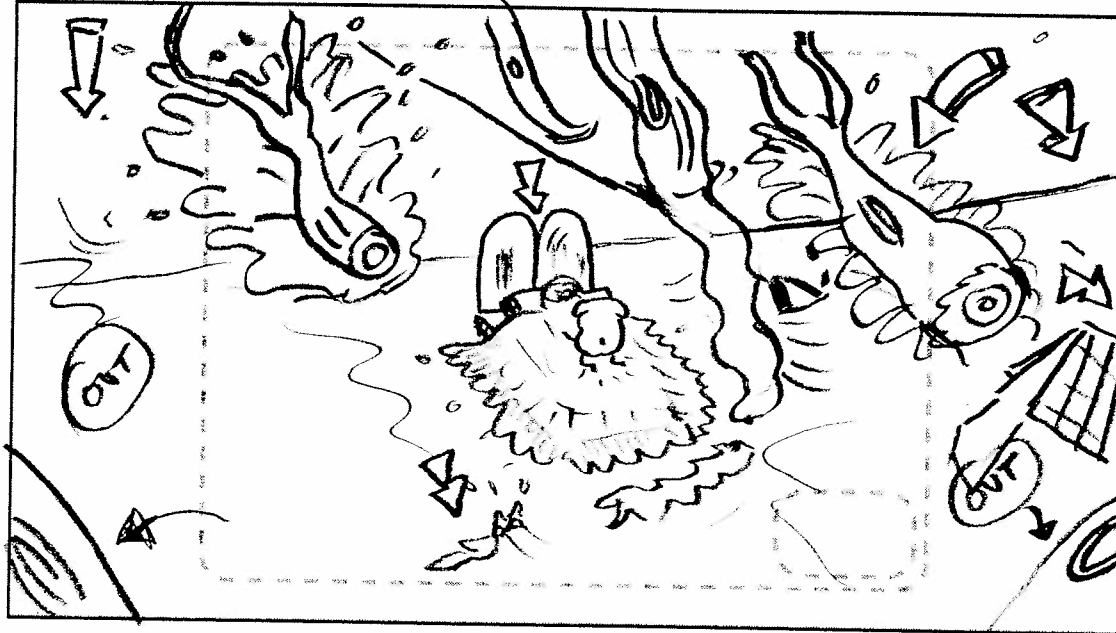
Page 84

Sc. 64

Pnl. C

Bg.

day night

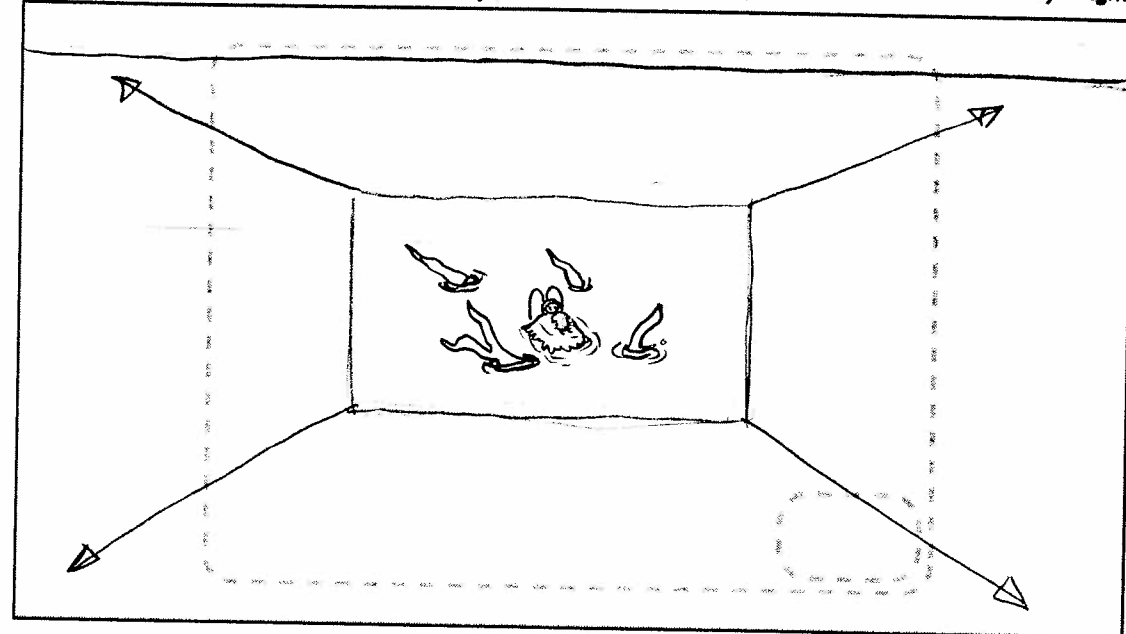


Sc.

Pnl. D

Bg.

day night



Dialog:

Action:

- WALLS FALL DOWN
- TREES DROP
- BED SPLASHES INTO WATER.

(TRUCK OUT)

Timing:

EPISODE #

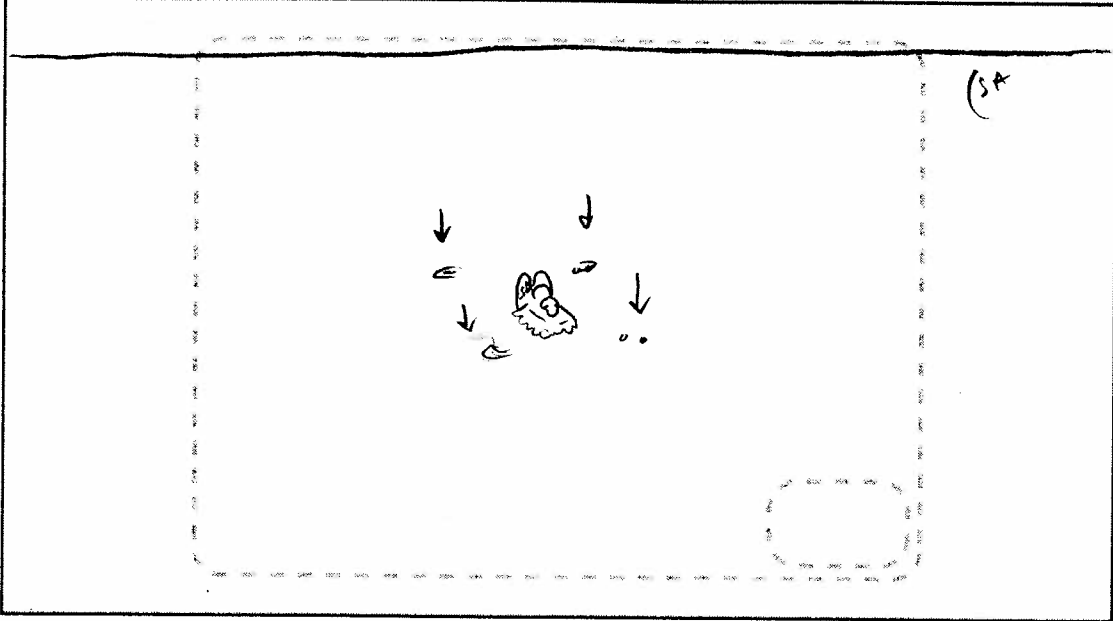
Production :

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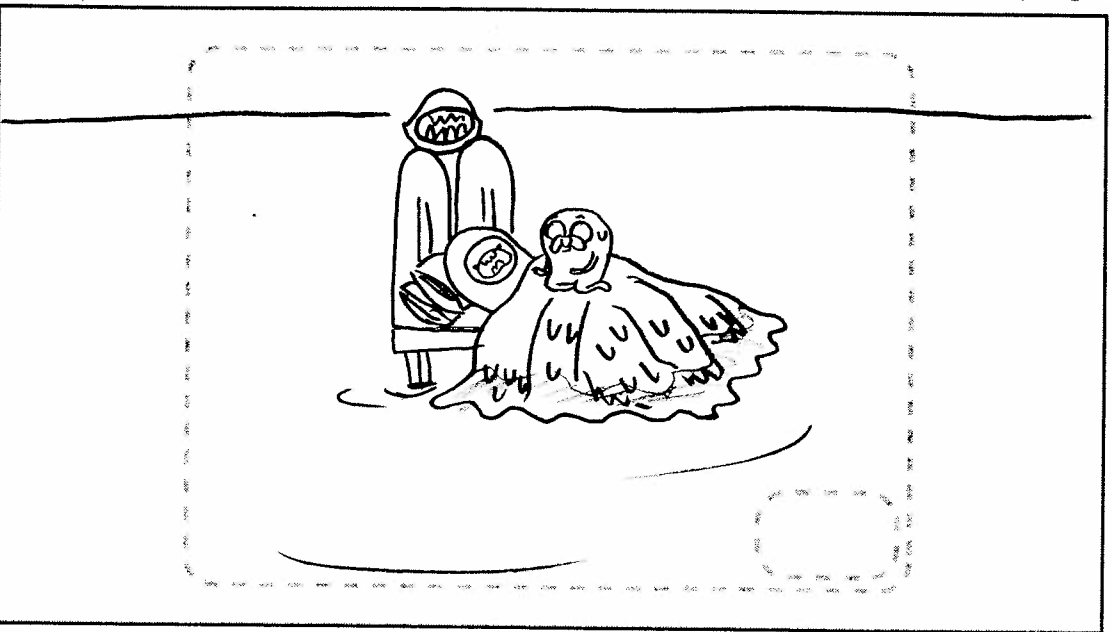
ADVENTURE TIME



Sc. 64 Pnl. E Bg. day night



Sc. 65 Pnl. A Bg. day night

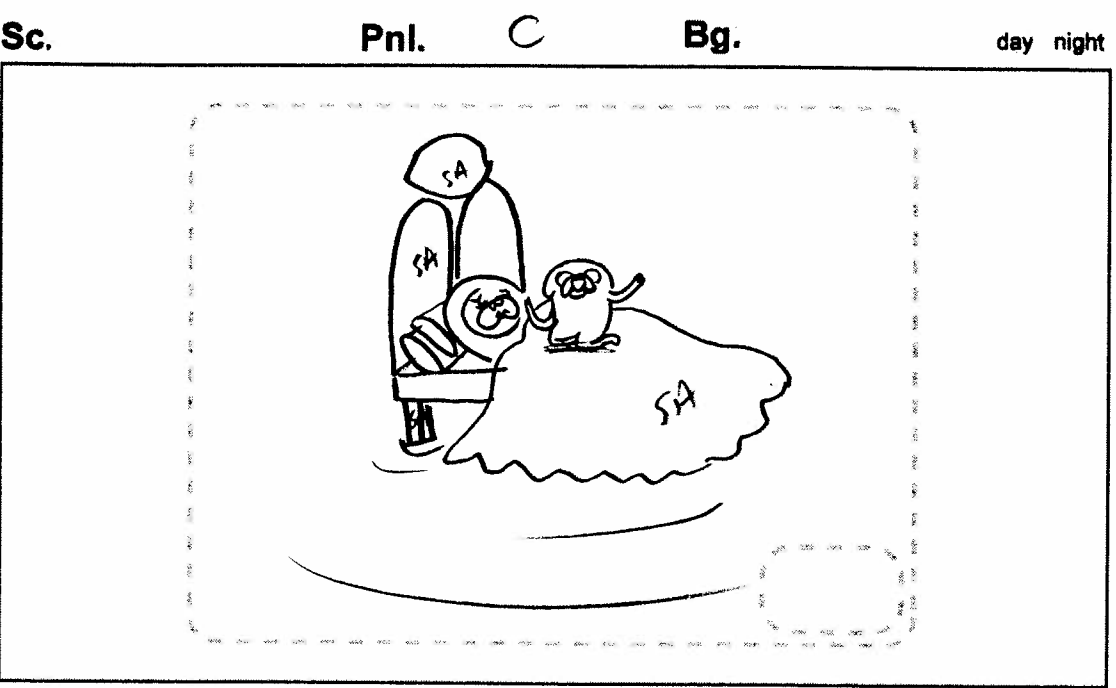
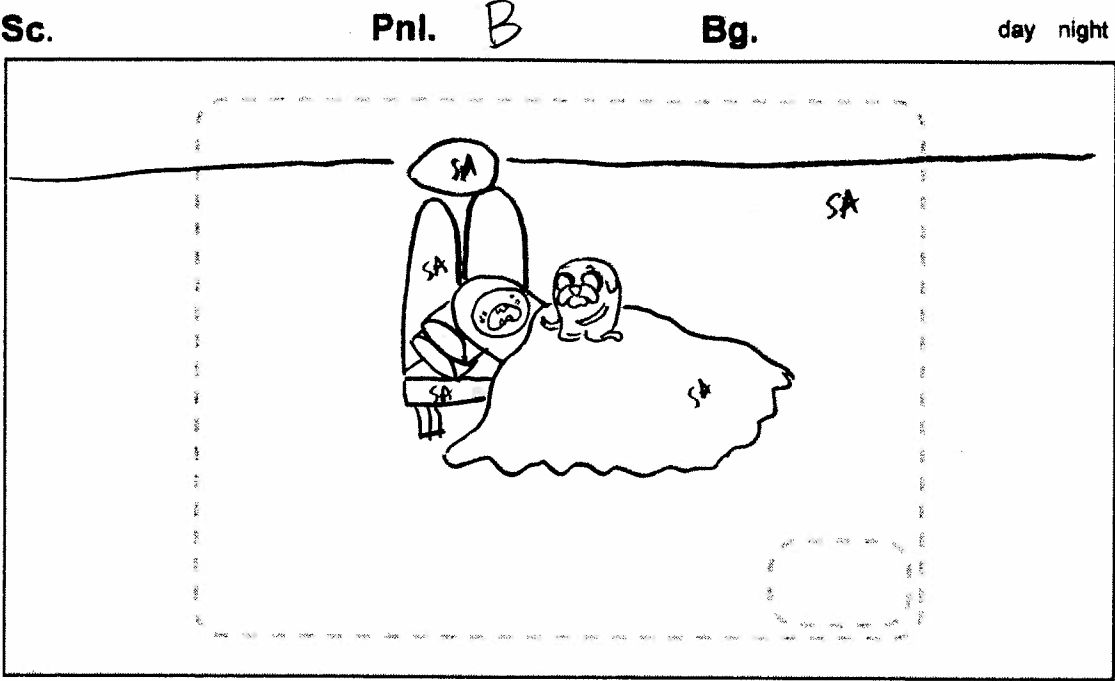



Dialog:	(F) (SCREAMING)
Action:	TREES SLOWLY SINIK INTO WATER.
Timing:	

EPISODE #

Production :

# ADVENTURE TIME



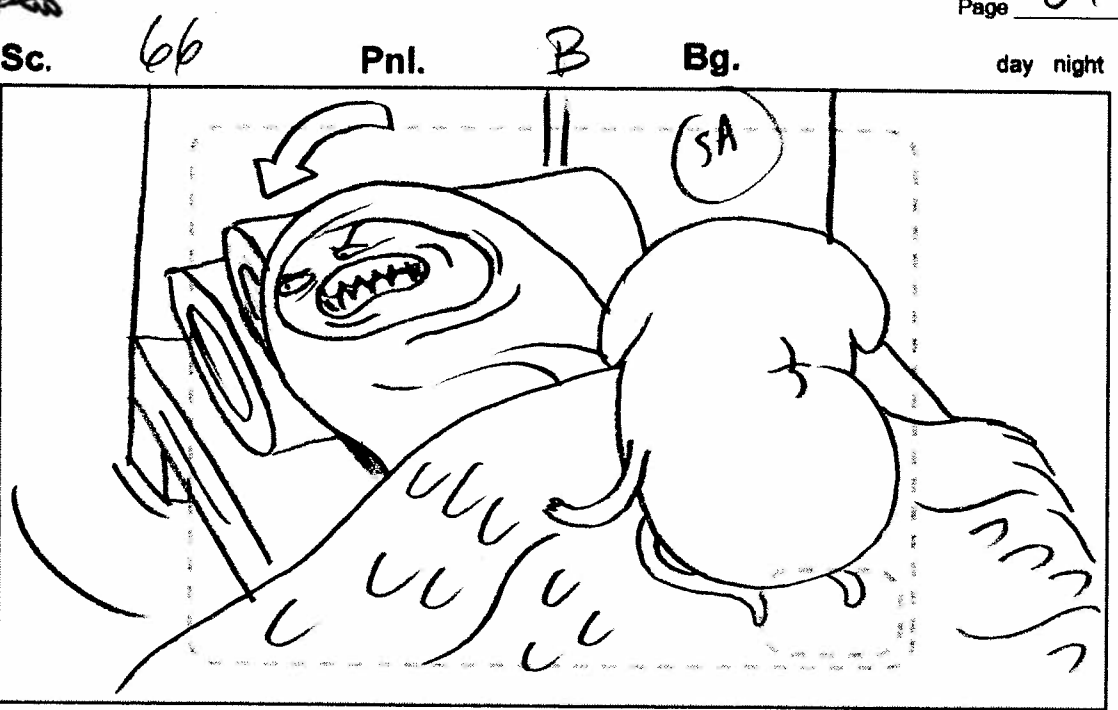
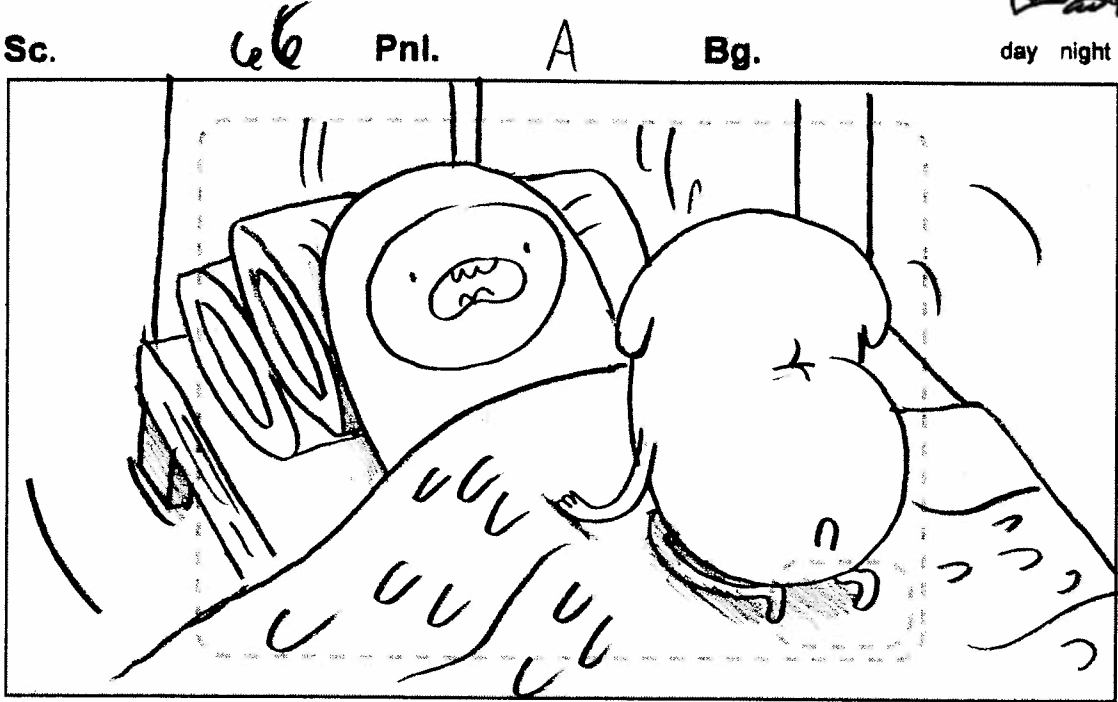
Dialog:	(J) THERE YOU GO, THE OCEAN IS YOUR FRIEND	AND YOU'VE GOT FRIENDS ALL AROUND YOU RIGHT NOW.
Action:	MILES AND MILES OF FRIENDS.	
Timing:	 (J) TURNS BACK TO FACE FIN.	

EPISODE #

Production :

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# ADVENTURE TIME

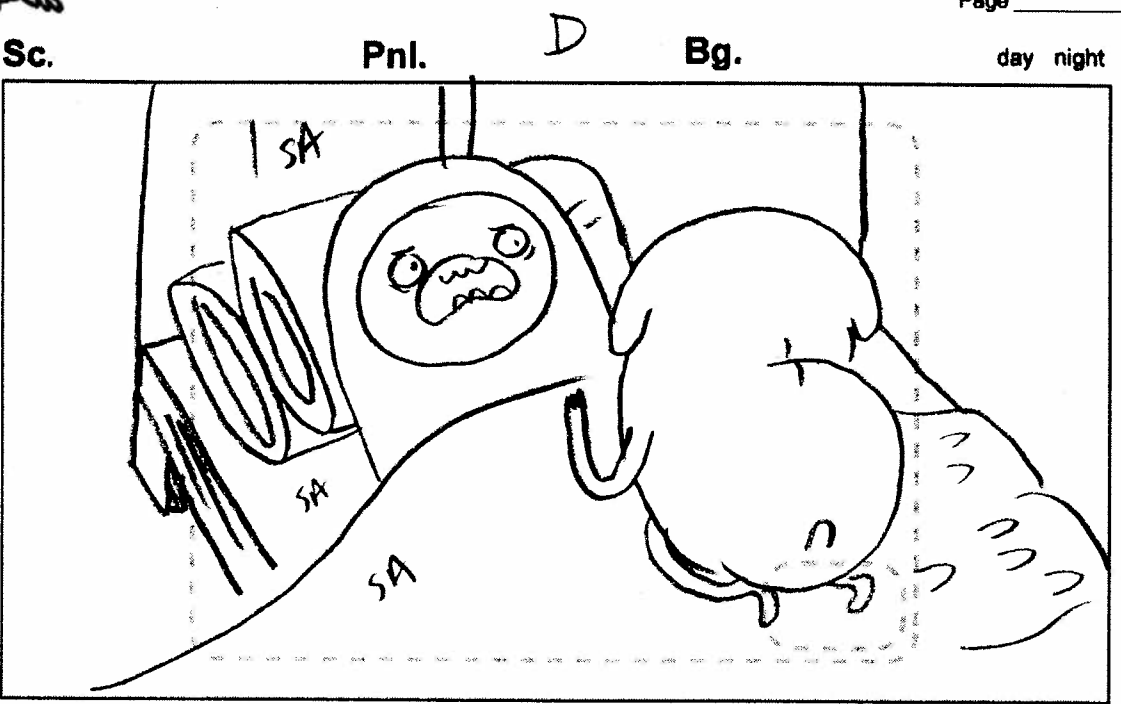
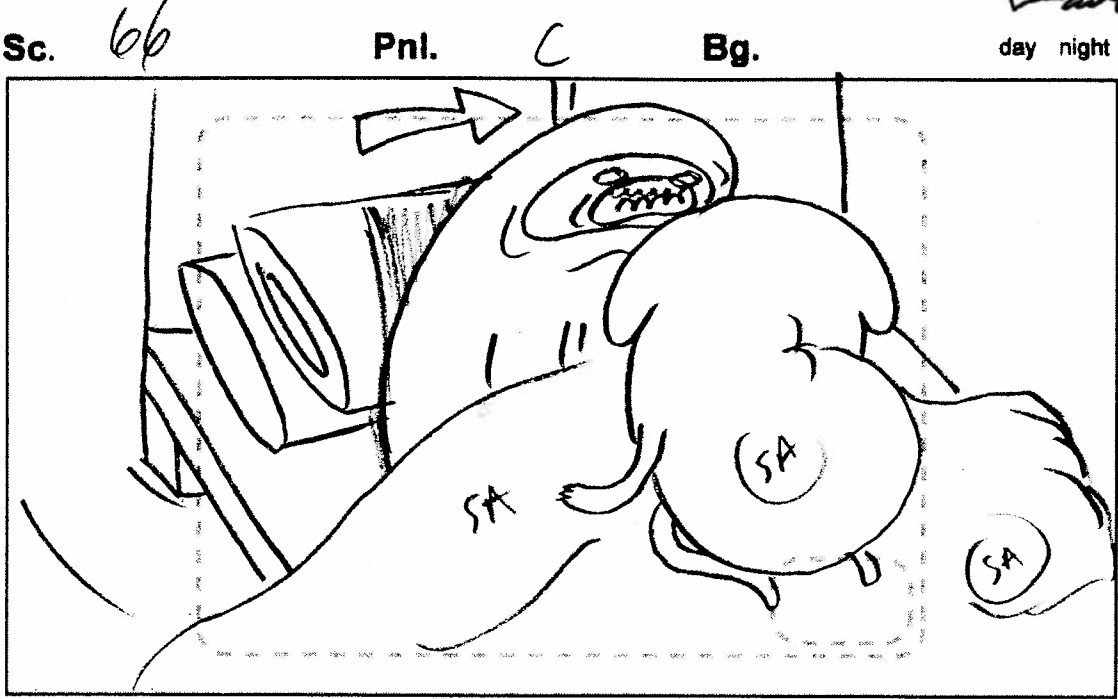


Dialog:	(F) (STRUGGLE NOISE) cycle →
Action:	TRIES TO
Timing:	

EPISODE #

Production :

ADVENTURE TIME

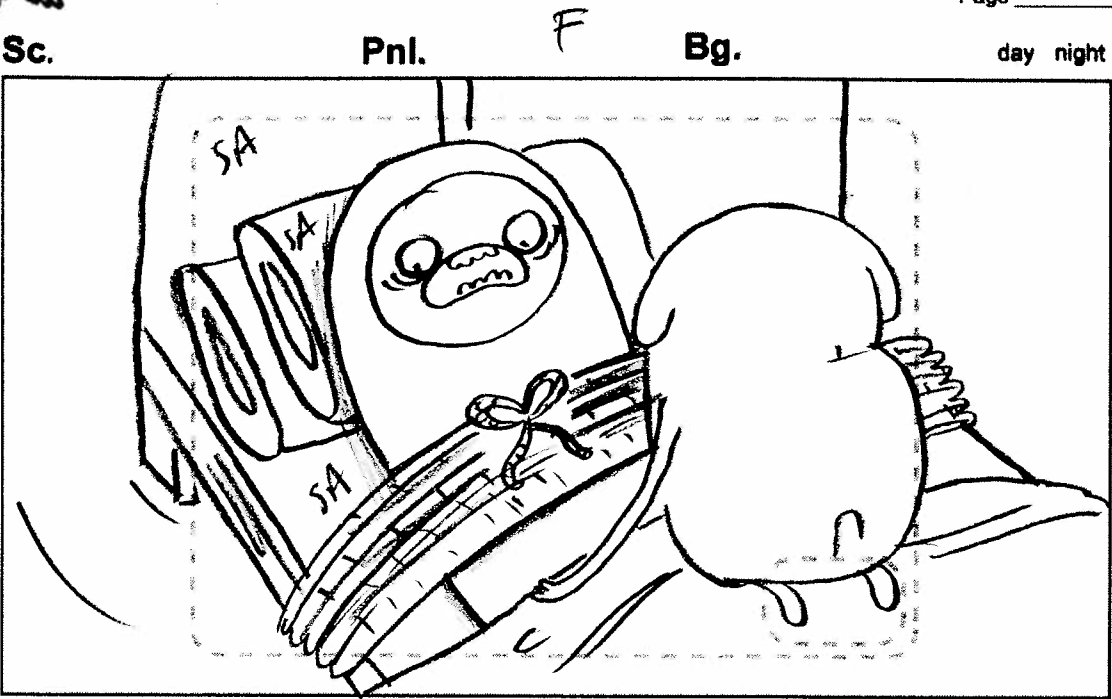
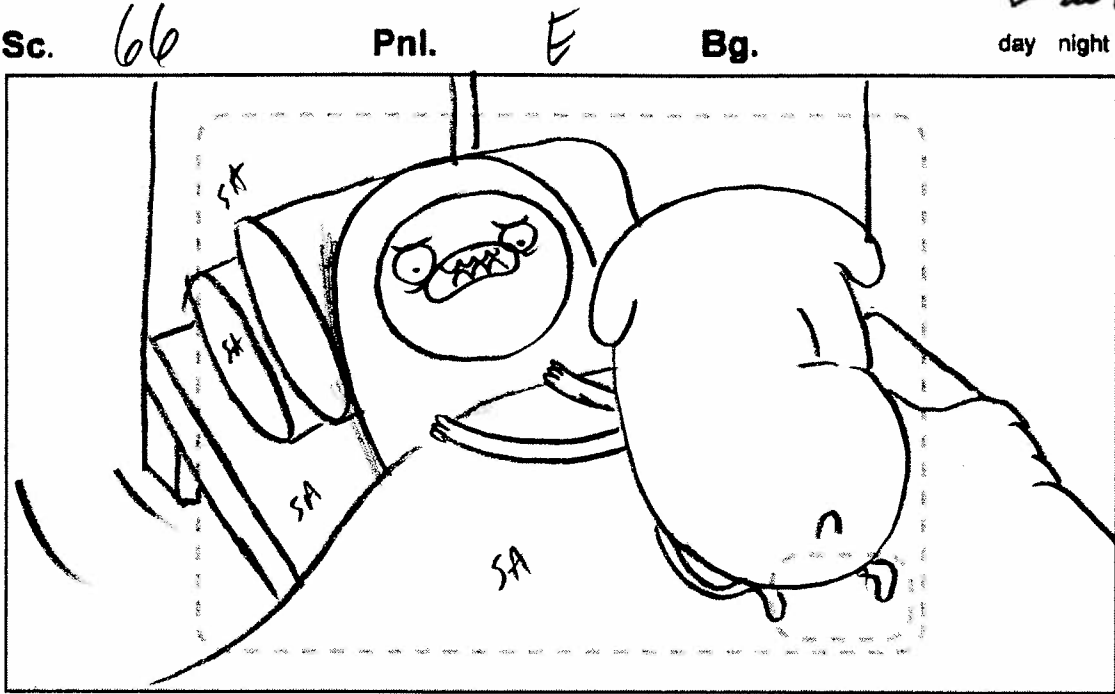


Dialog:	(F) (HEAVY PANTING) (J) DON'T TRY TO STRUGGLE, MAN.
Action:	CYCLE → STRUGLES TO THE RIGHT
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
Action:	RIPS DOWN BLANKET REVEALS ROPES
Timing:	

EPISODE #

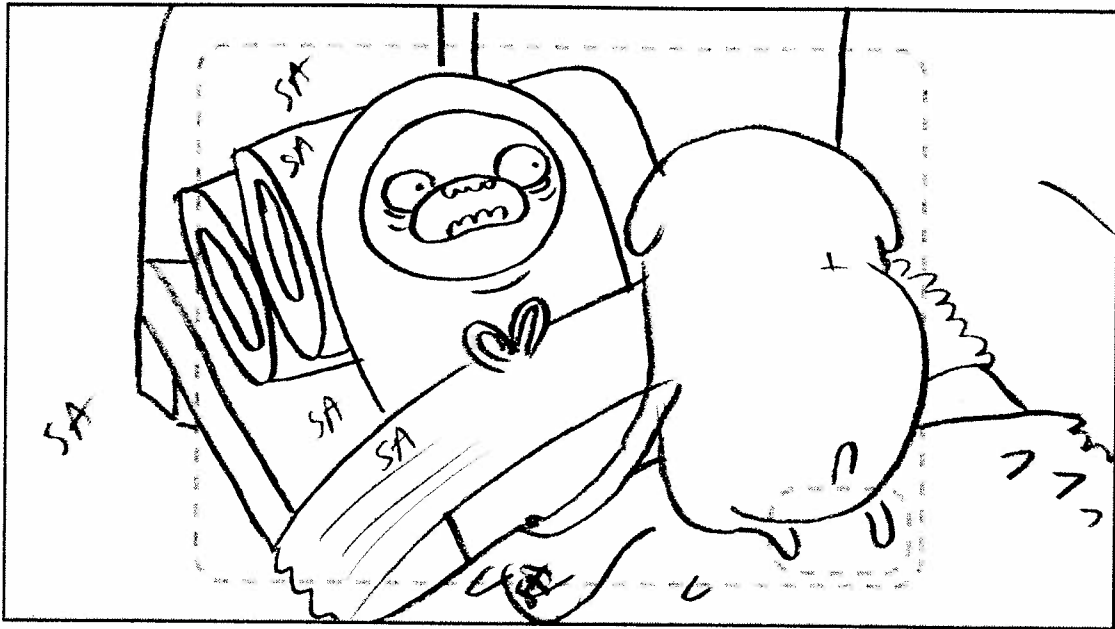
Production :



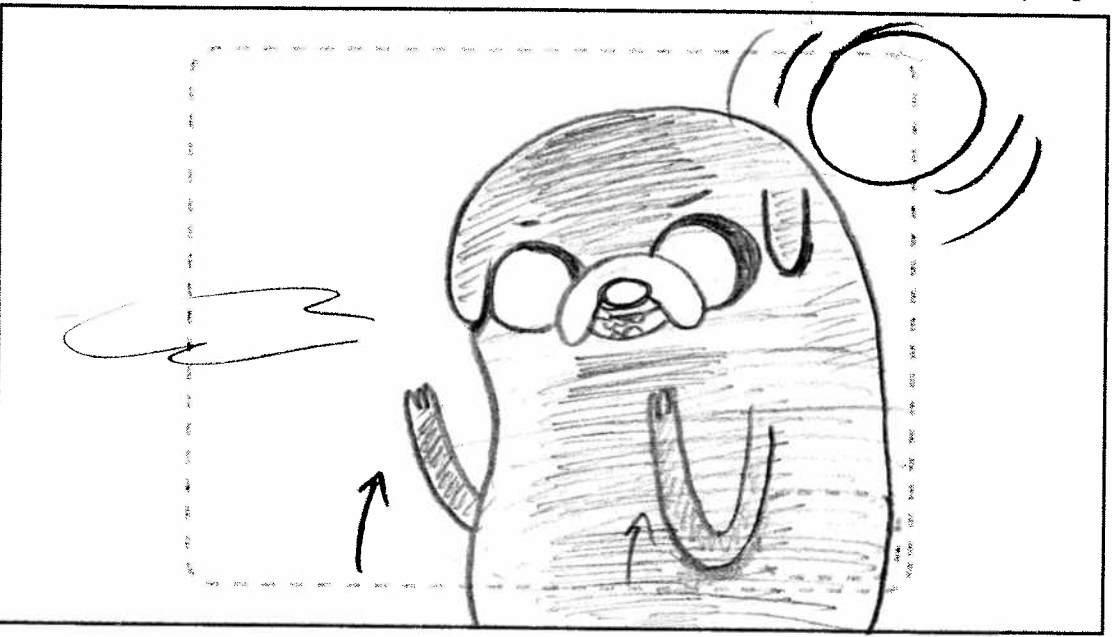
# ADVENTURE TIME



Sc. 66 Pnl. 6 Bg. day night



Sc. 67 Pnl. A Bg. day night



Dialog:	<p>(F) BREATHS HEAVY.</p> <p>(J) RELAX MAN, I'LL LET YOU OUT IN A SECOND, YOU NEED TO CALM DOWN.</p>
Action:	
Timing:	

EPISODE #

Production :

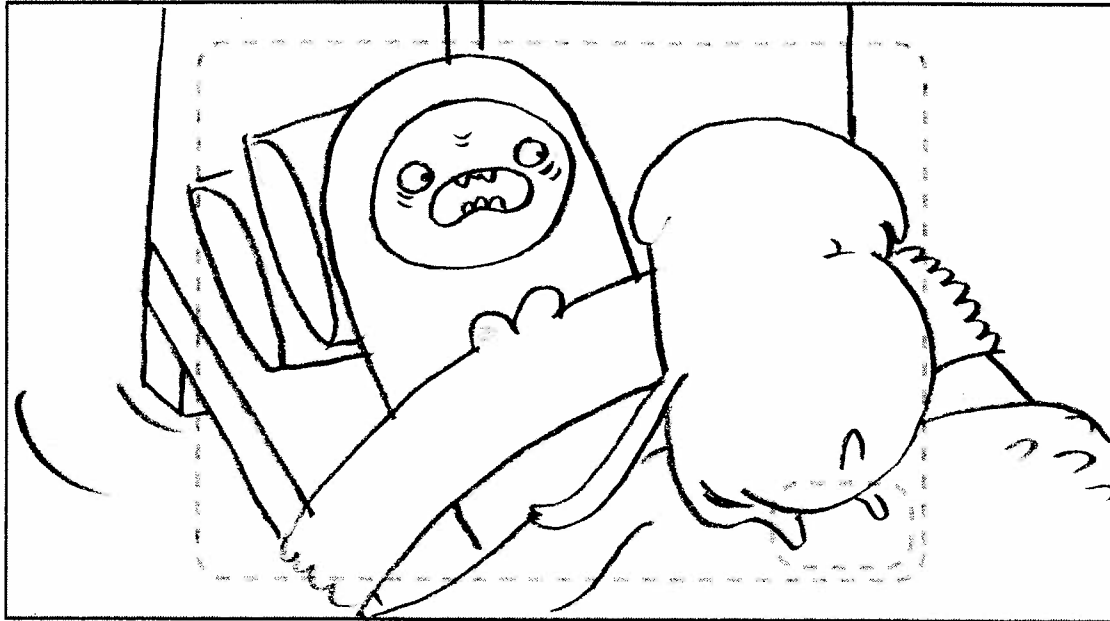
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# ADVENTURE TIME

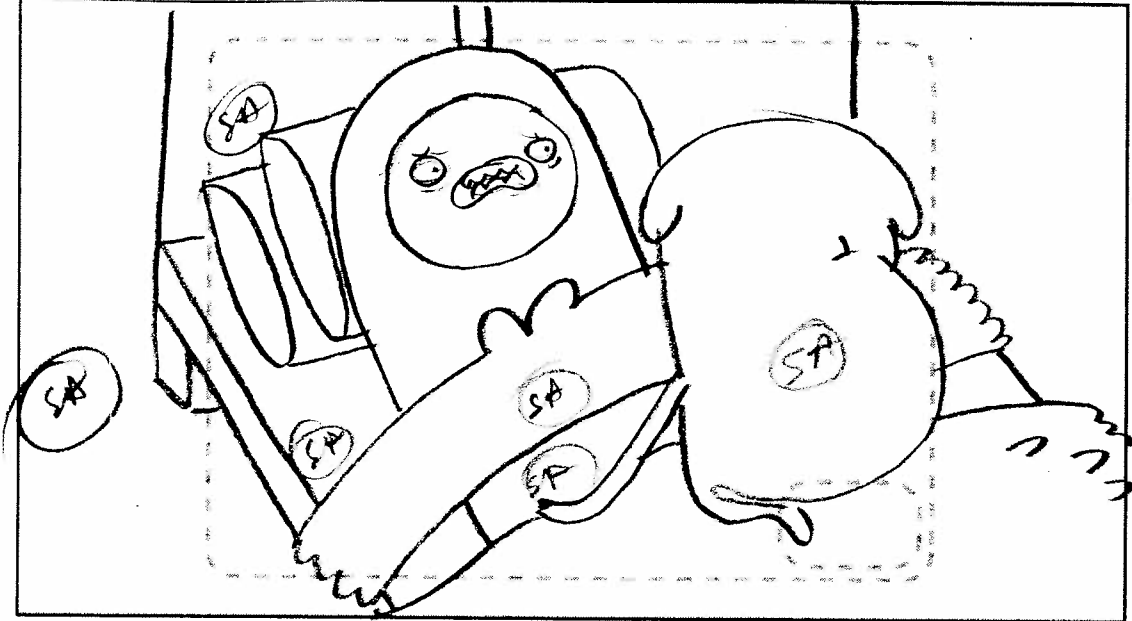


Page 91

Sc. 68 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



EPISODE #

Dialog:
<p><u>FIN</u>: BREATHING CALMER</p>
Action:
<p>← <u>CYCLE</u> →</p>
Timing:

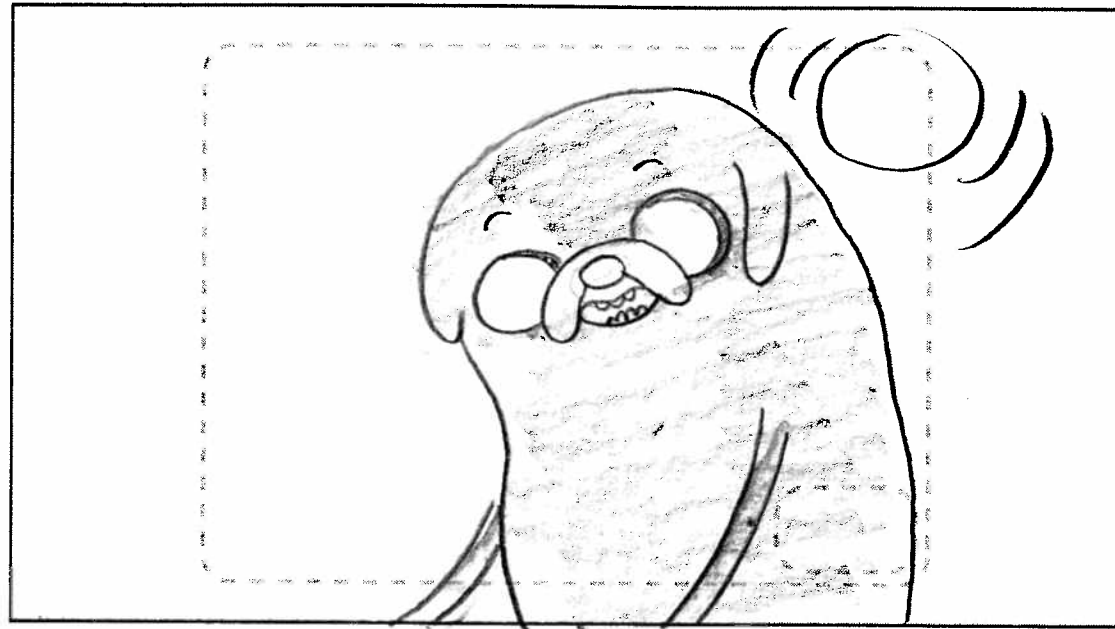
Production :

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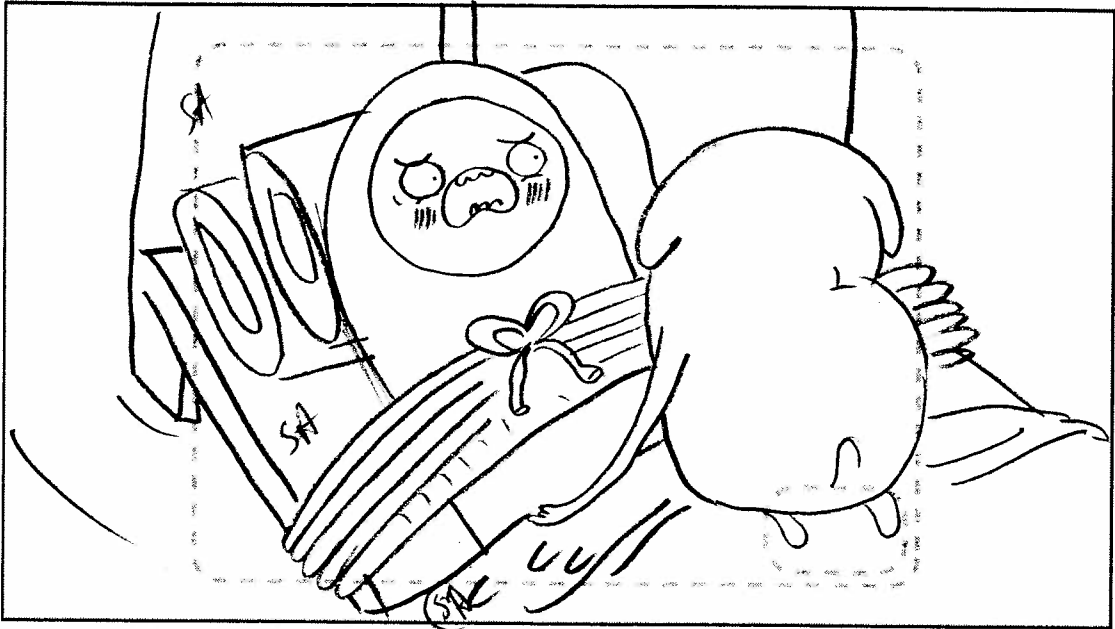
# ADVENTURE TIME



Sc. 69 Pnl. A Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:	<p>(5) YOUR DOING GOOD DUDE, YOU READY FOR STEP 2?</p>	<p>(6) (STRENGTHING): YEAH MAN... I CAN DO <u>IT</u>.</p>
Action:		
Timing:		

EPISODE #

Production :

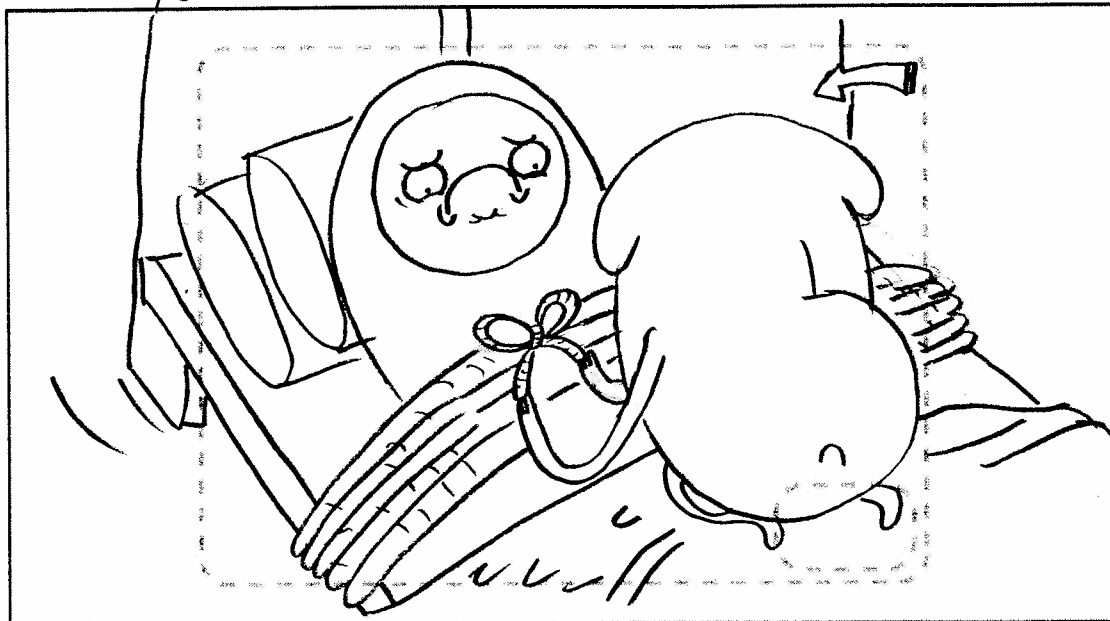
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# ADVENTURE TIME

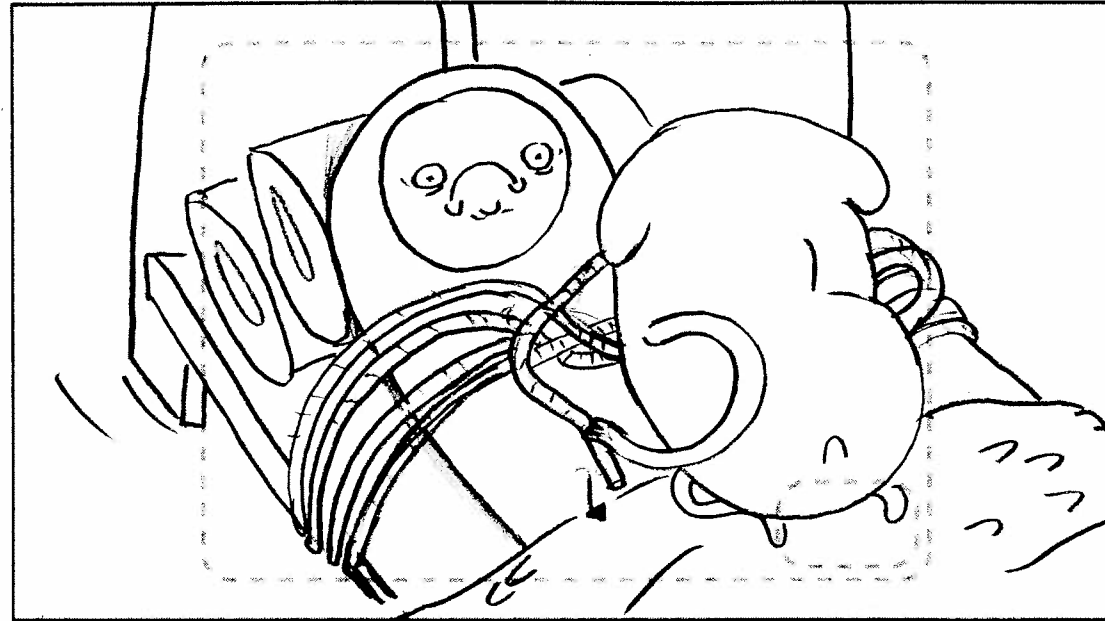


Page 92

Sc. 70 Pnl. B Bg. day night



Sc. 70 Pnl. C Bg. day night



Dialog:	(J) ALRIGHT DUPE... STEP	
Action:	(J) LEANS <u>OVER</u>	PULLS ROPES
Timing:		

EPISODE #

Production :

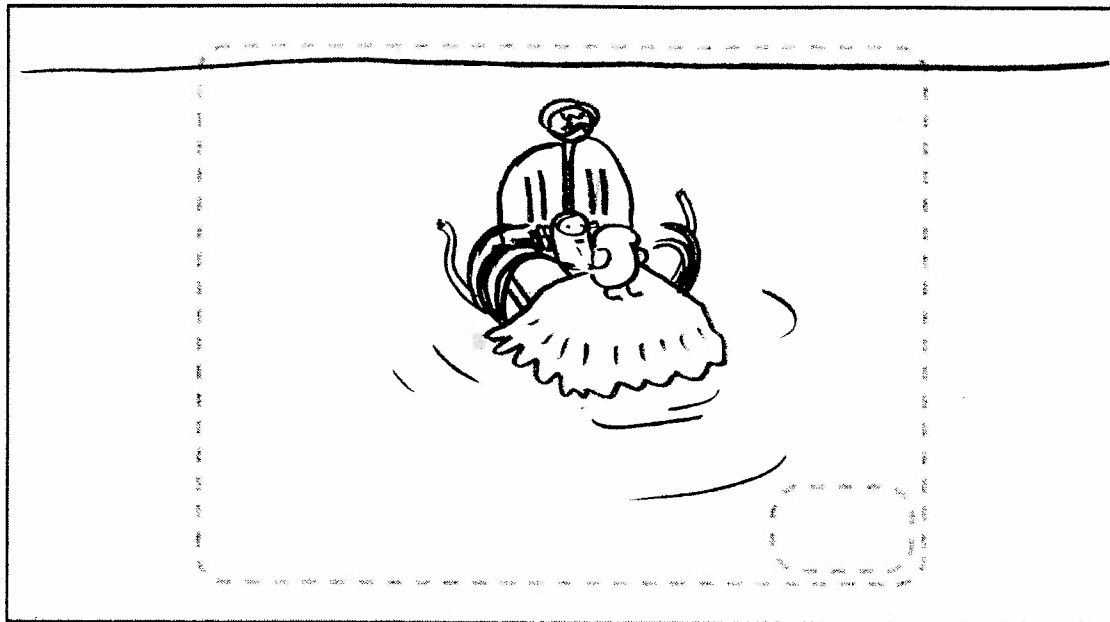
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# ADVENTURE TIME

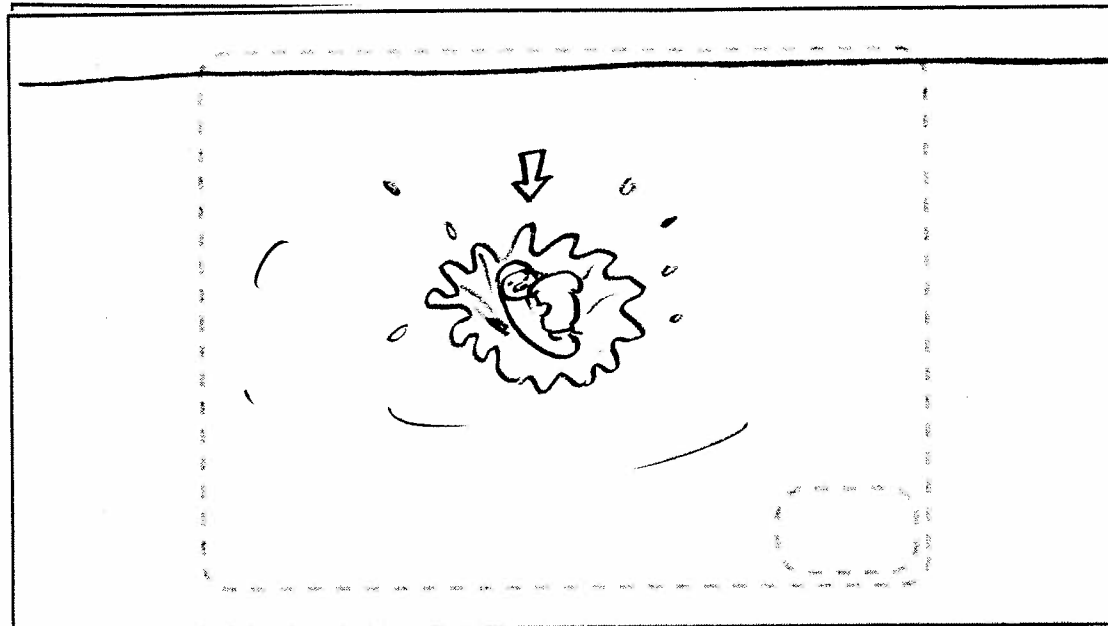


Page 93

Sc. 71 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<u>5</u>	<u>Sfx</u> <u>SPLASH!</u>
Action:	<u>ROPES fly off</u>	<u>- BED SPLASHES INTO WATER</u>
Timing:		

EPISODE #

Production :

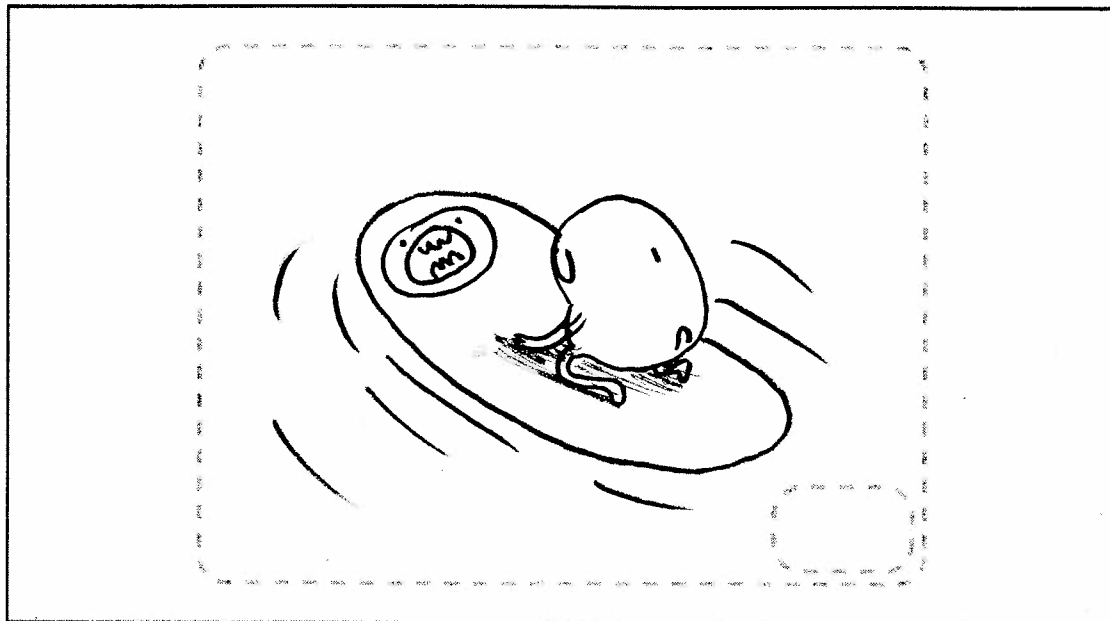
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# ADVENTURE TIME

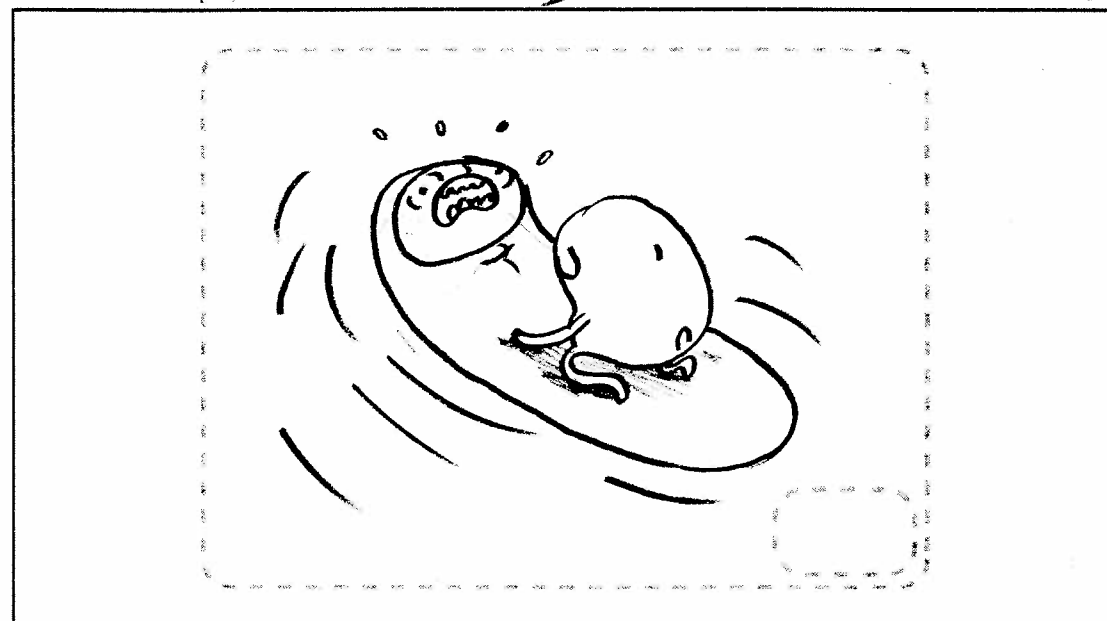


Page 94

Sc. 77 Pnl. A Bg. day night



Sc. 77 Pnl. B Bg. day night



Dialog:

(F) SCREAM

(F) REALLY LONG SCREAM

Action:

Timing:

EPISODE #

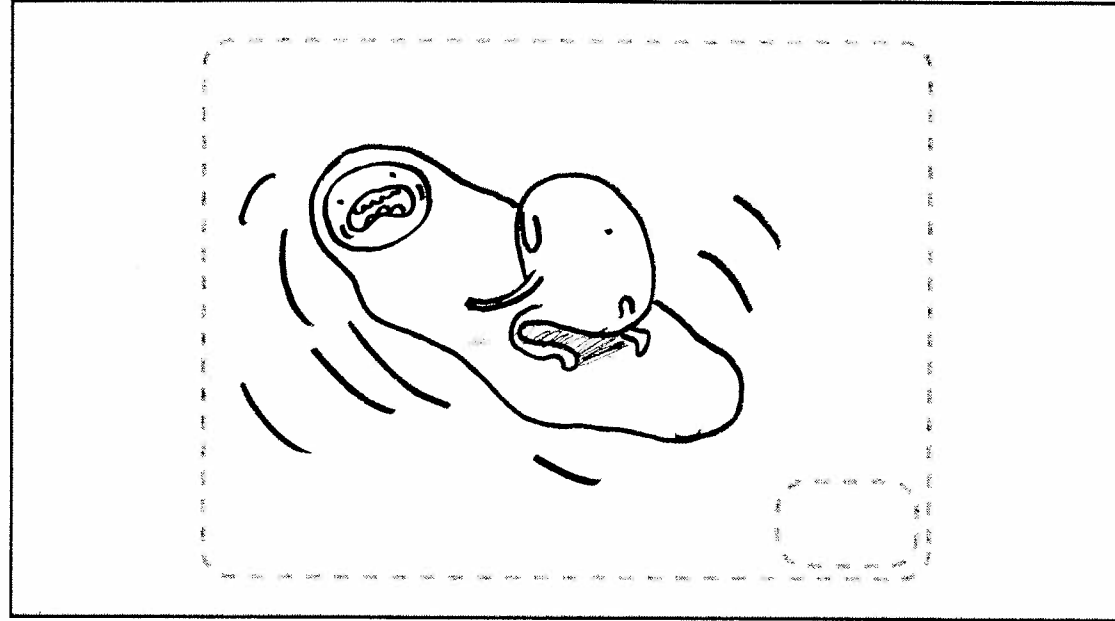
Production :

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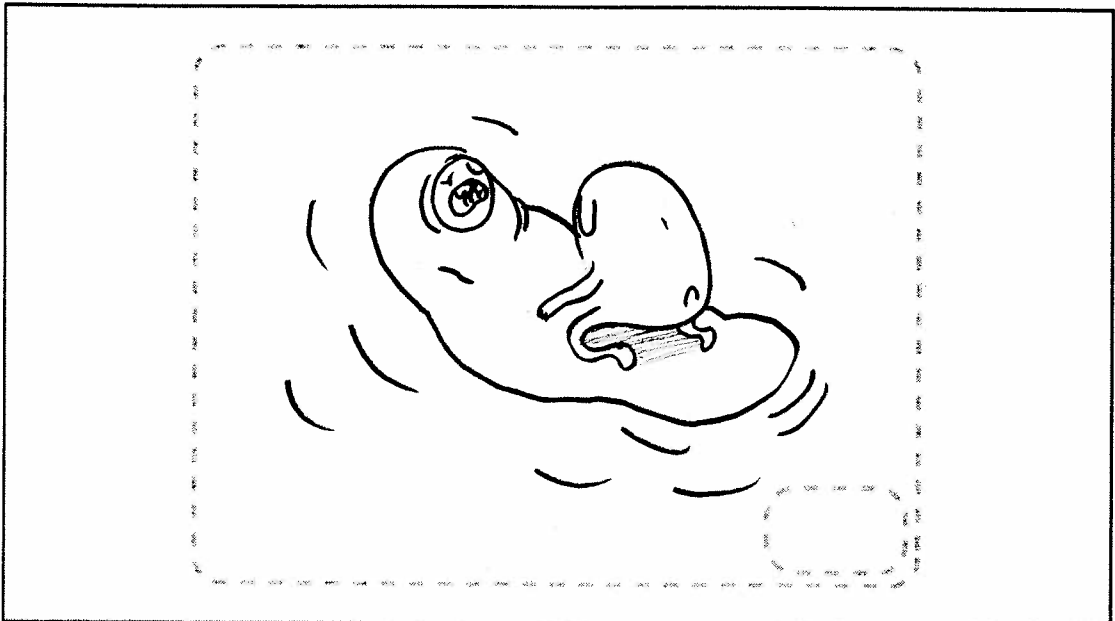
# ADVENTURE TIME



Sc. 77 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	(F) IT'S TOUCHING ME!
Action:	↖ CYCLE ↗
Timing:	

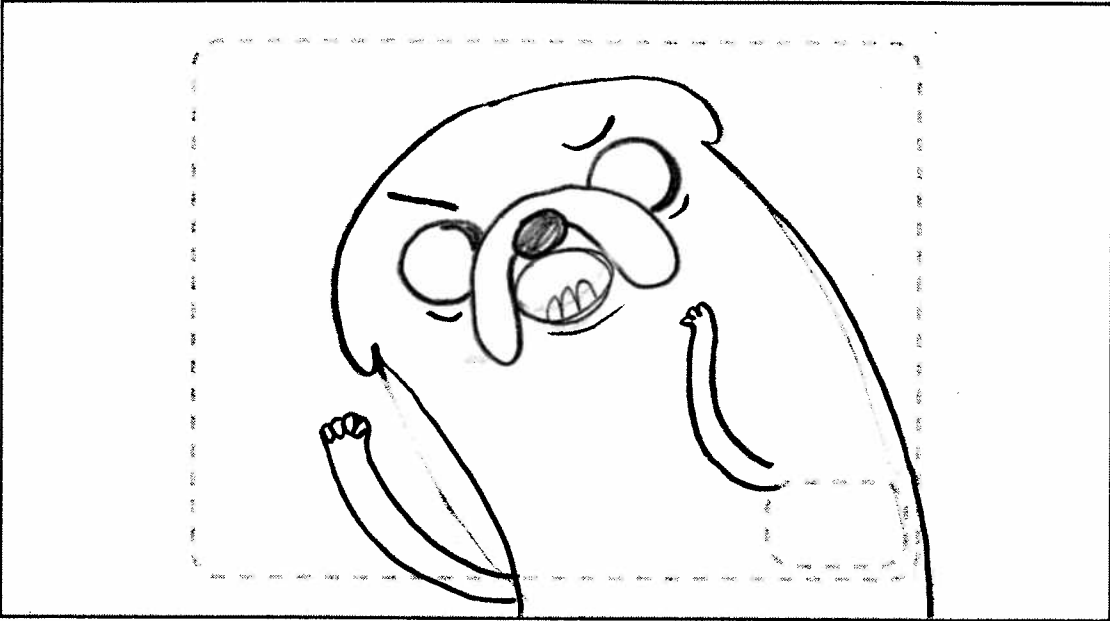
EPISODE #

Production :

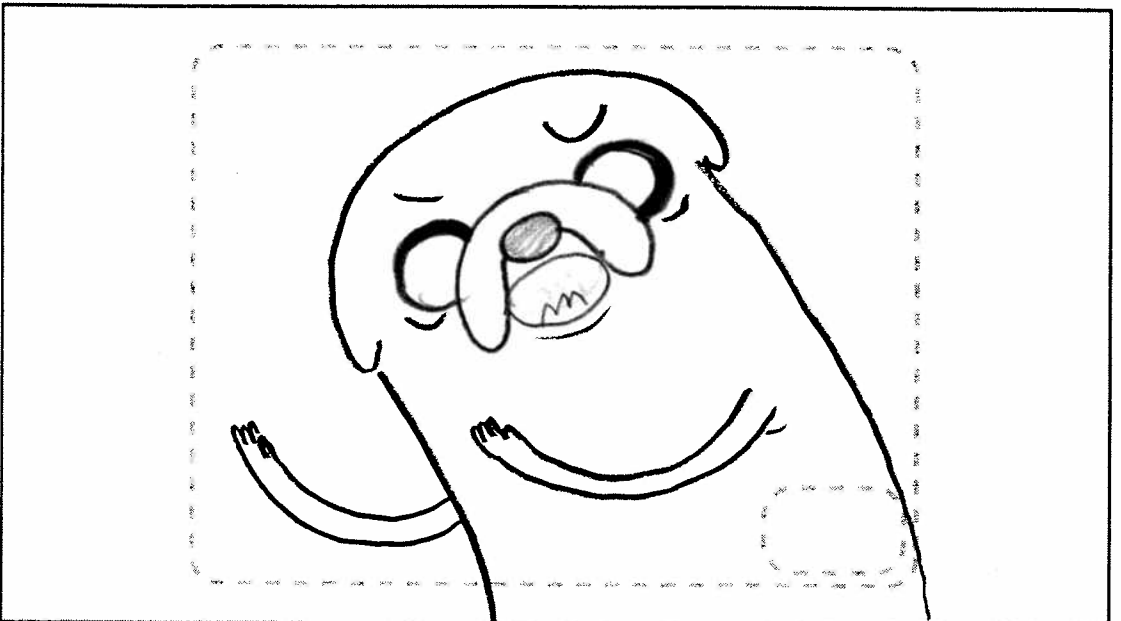
ADVENTURE TIME



Sc. 73 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	① LET IT HOLD YOU MAN!	LET IT hold you LIKE A CHILD!
Action:		
Timing:		

EPISODE #

Production :

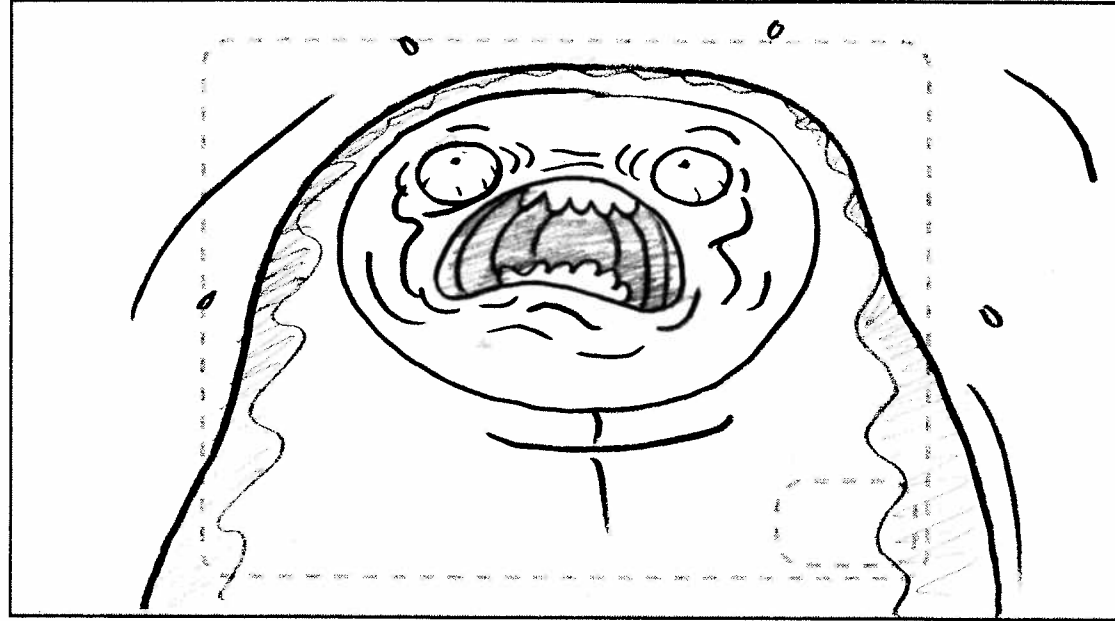


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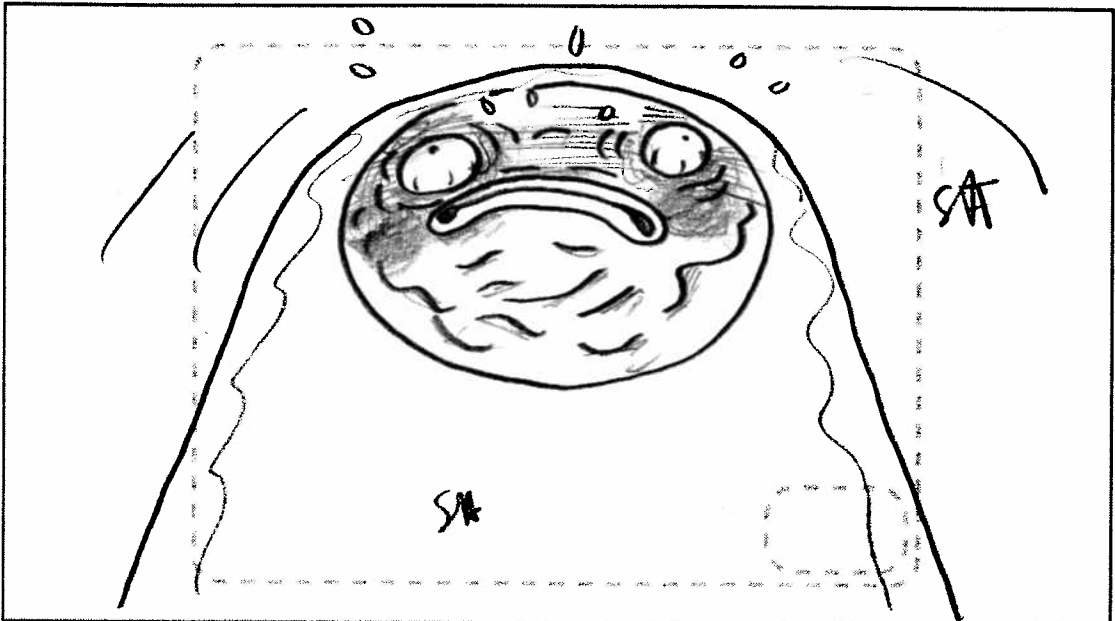
ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	(F) I'M TRYING TO LET IT HOLD ME -	(F) (TIGHT LIPPED SPITTING)
Action:		
Timing:		

EPISODE #

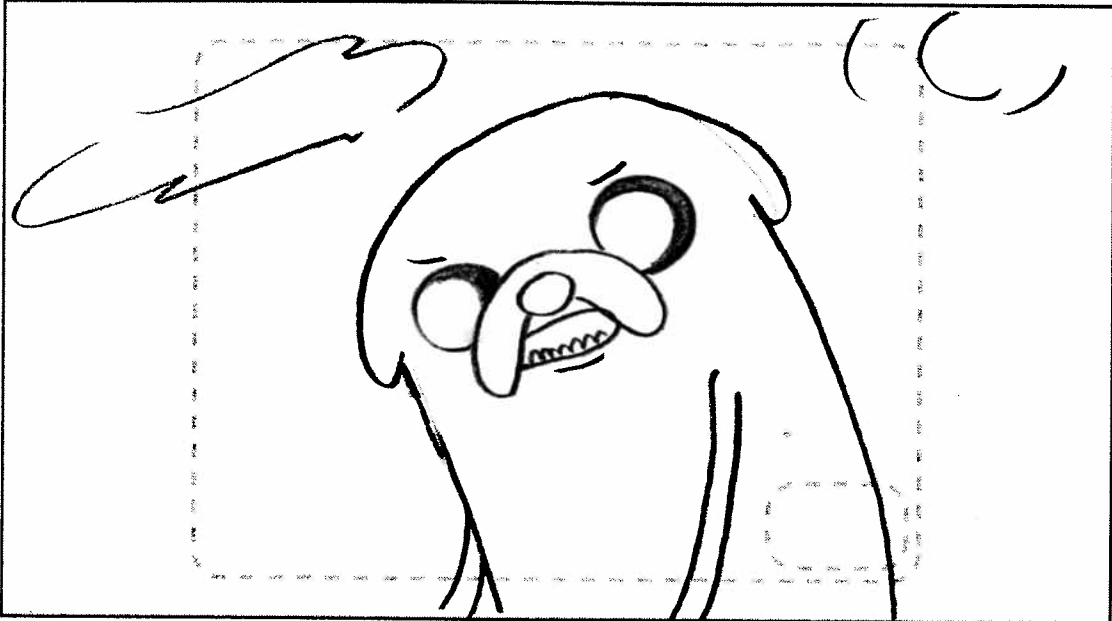
Production :

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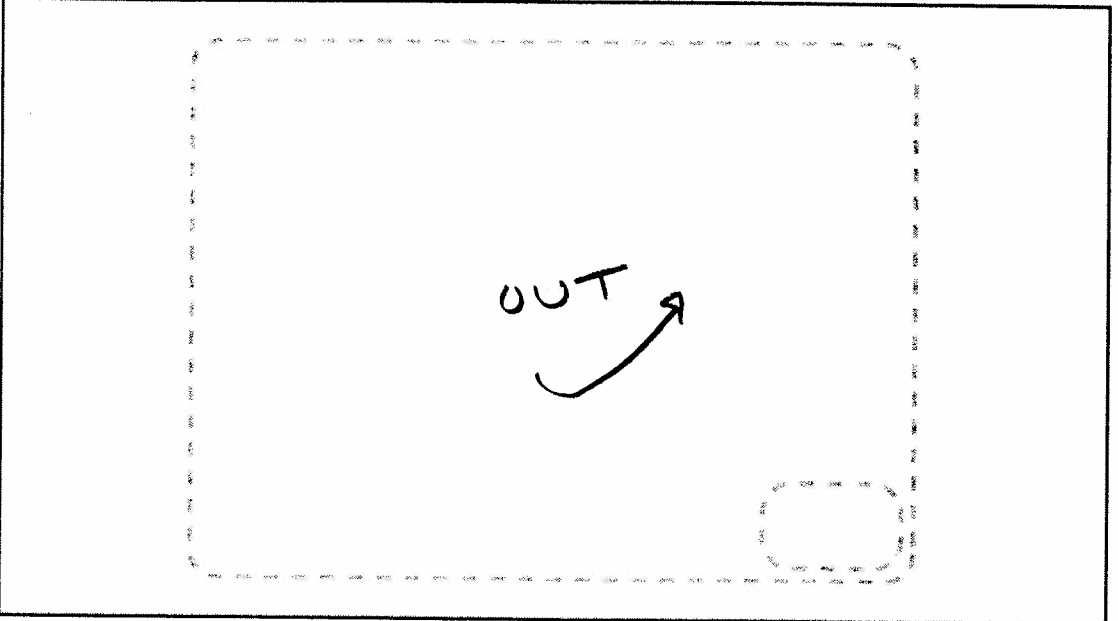
# ADVENTURE TIME



Sc. 75 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(J) CONTROL YOUR BREATHING.
Action:	
Timing:	

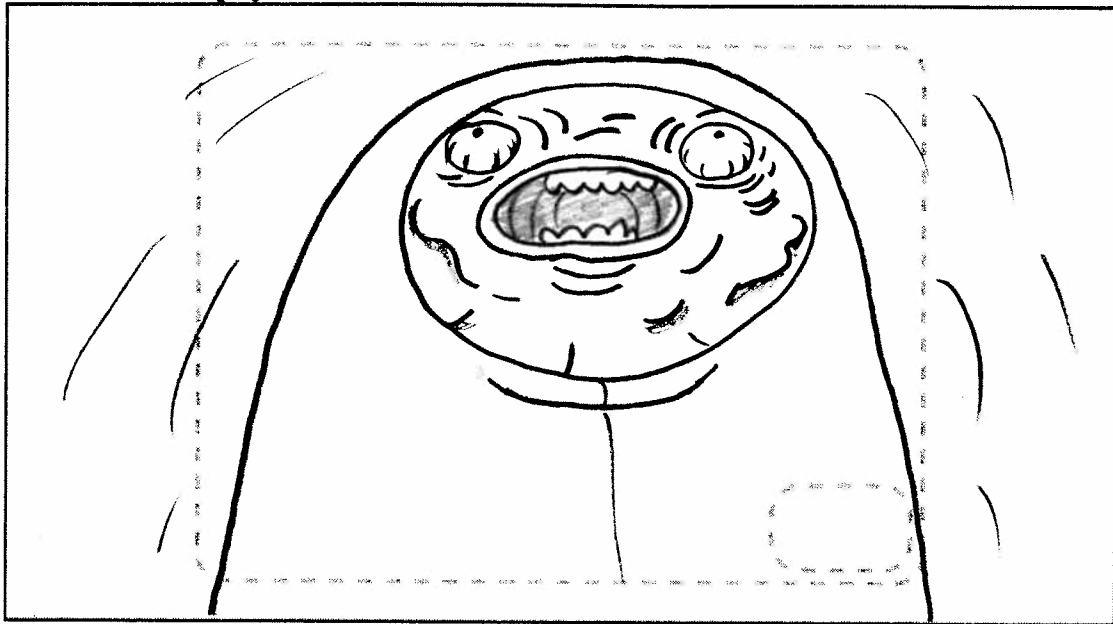
EPISODE #

Production :

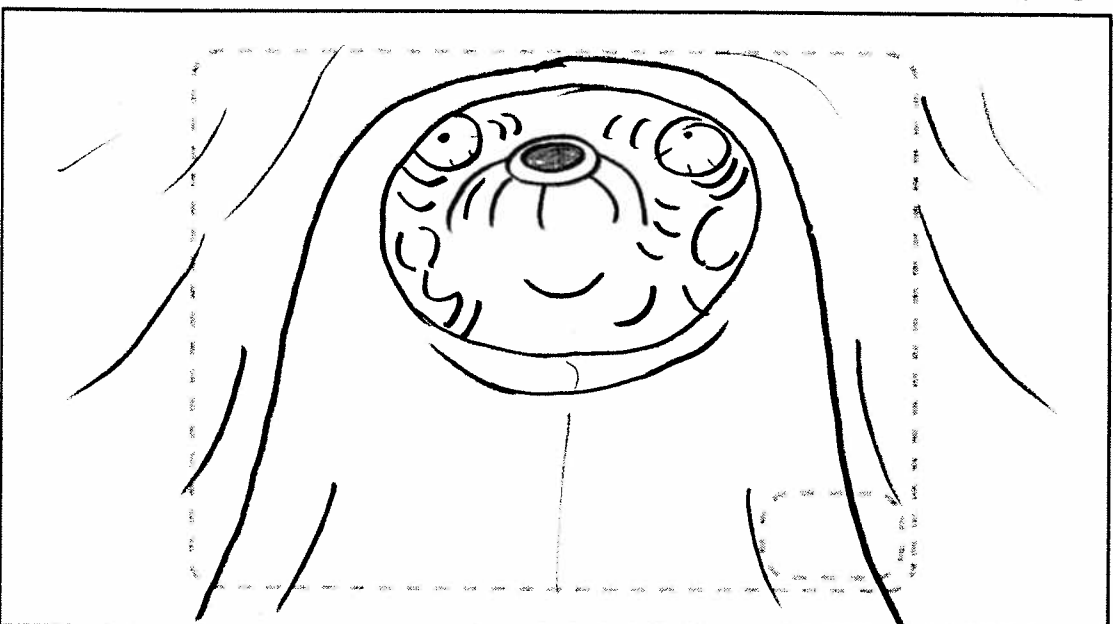
# ADVENTURE TIME



Sc. 76 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	(F) INHALE	EXHALE
Action:	↑ (CYCLE) ↗ — (F) BREATHING HARD & FAST.	
Timing:		

EPISODE #

Production :

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# ADVENTURE TIME



Page 100

Sc.

77

Pnl.

A

Bg.

day night

Sc.

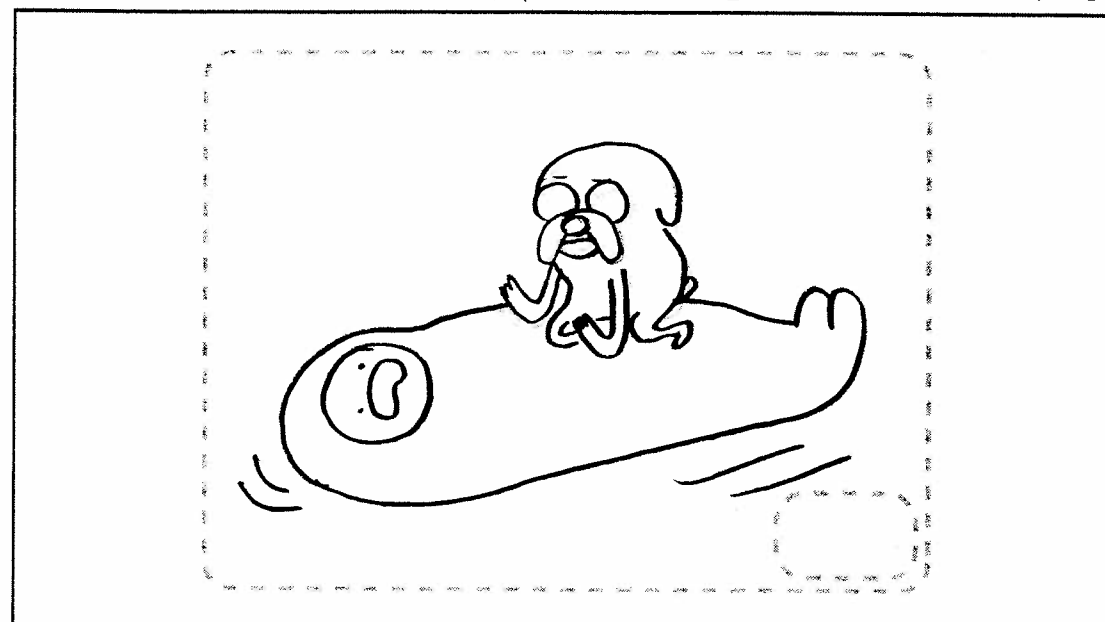
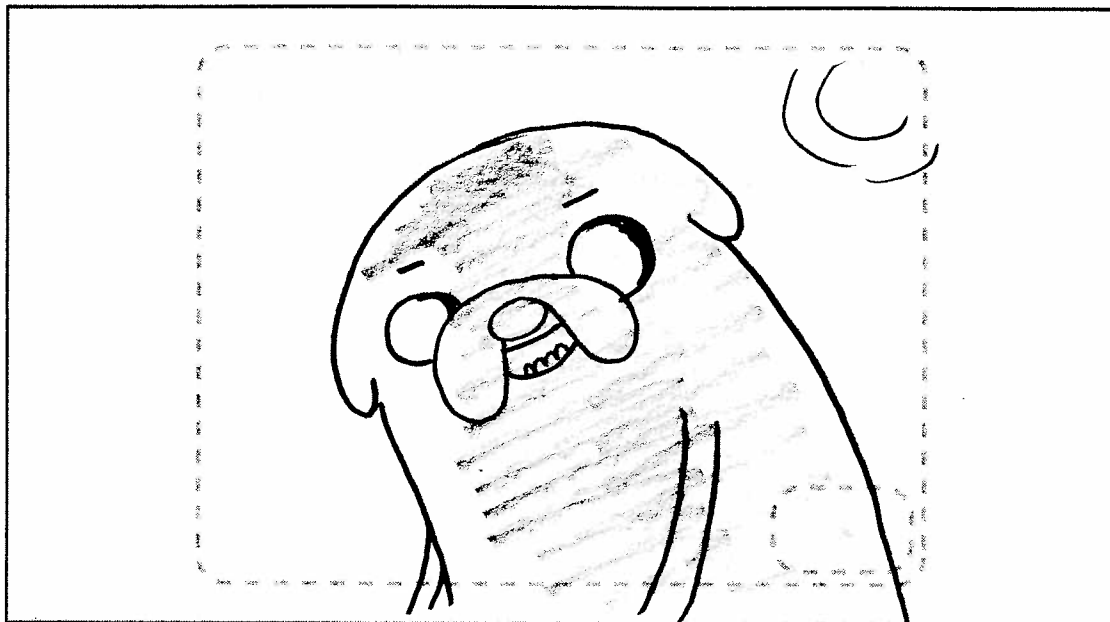
78

Pnl.

A

Bg.

day night



Dialog:

(J)

ALRIGHT BABY,  
HERE COMES STEP:  
THREE

(J)

JUST DONT SCREAM

(F) - WHAT?

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc.

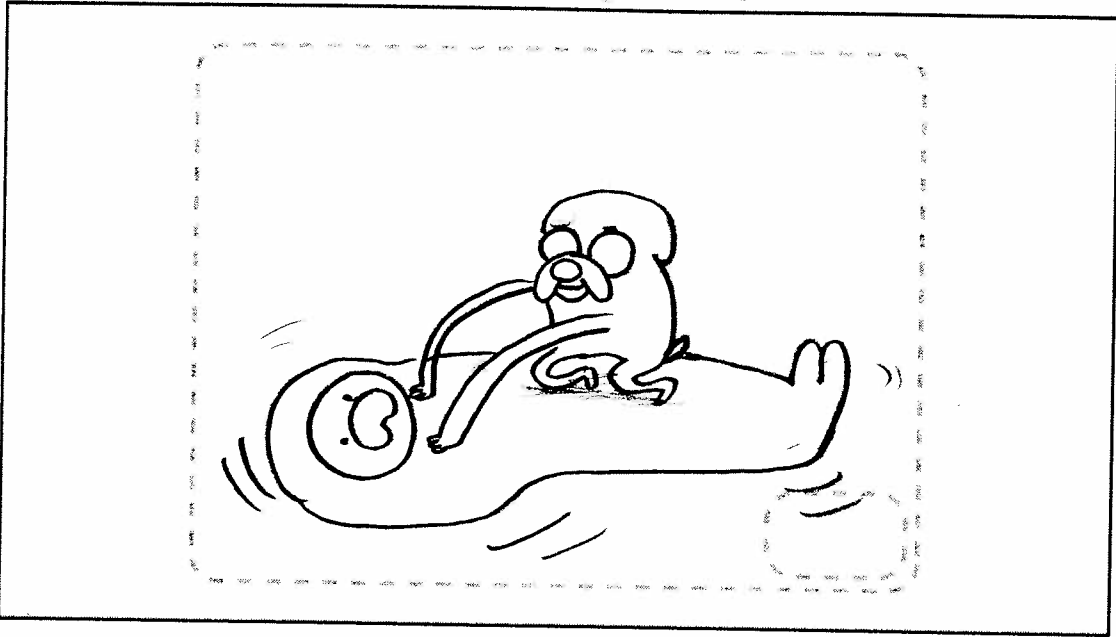
78

Pnl.

B

Bg.

day night



Sc.

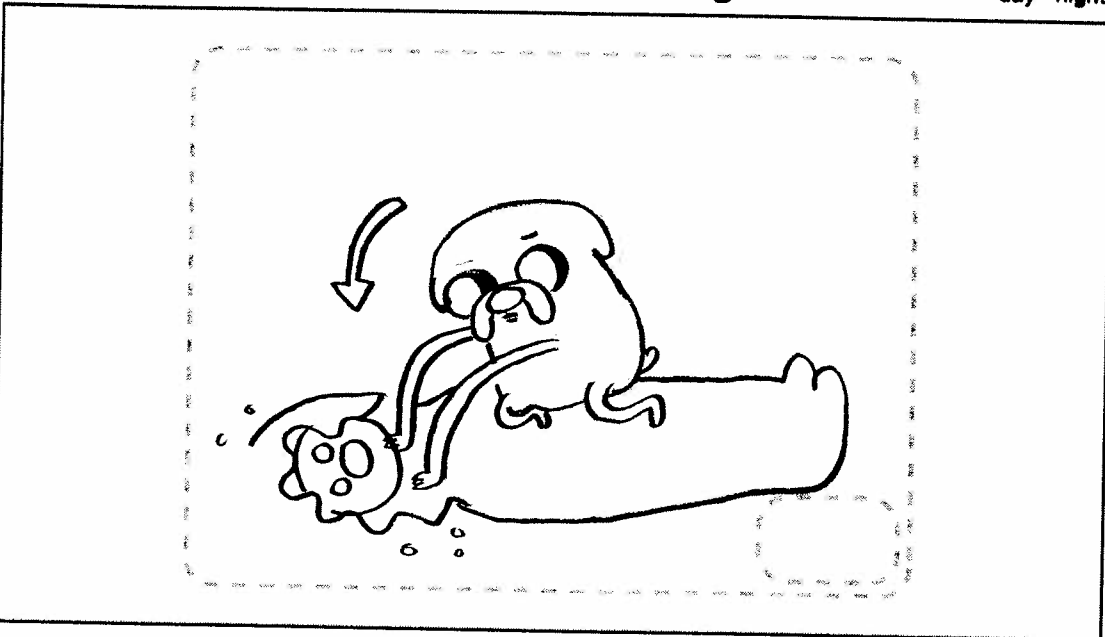
Pnl.

C

Bg.

day night

Page 101



Dialog:	(J) DON'T SCREAM DON'T SCREAM
Action:	JAKE SETS ARMS ON FIN SLOWLY PUSHES FIN'S HEAD INTO WATER.
Timing:	

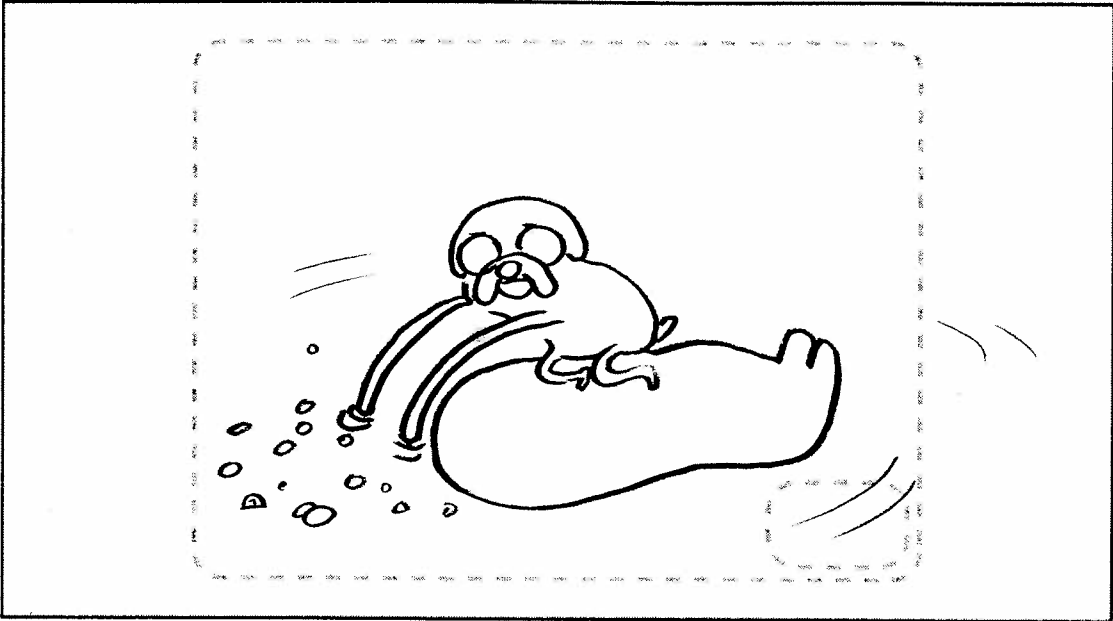
EPISODE #

Production :

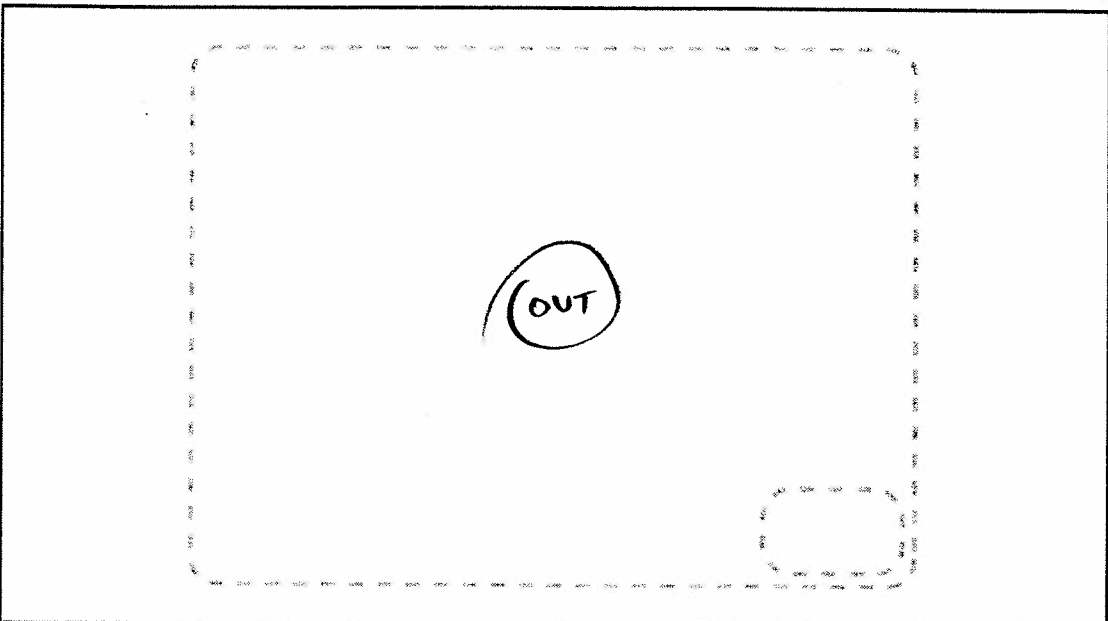
ADVENTURE TIME



Sc. 78 Pnl. D Bg. day night



Sc. 78 Pnl. E Bg. day night



Dialog:
Action: Pushes Fin's HEAD UNDER WATER.
Timing:

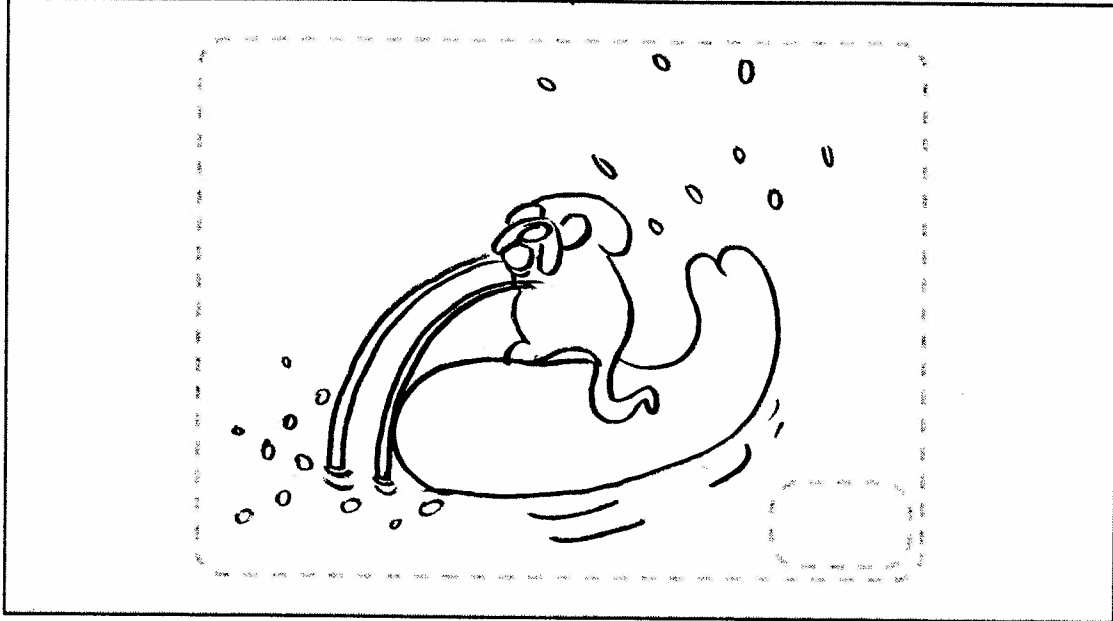
EPISODE #

Production :

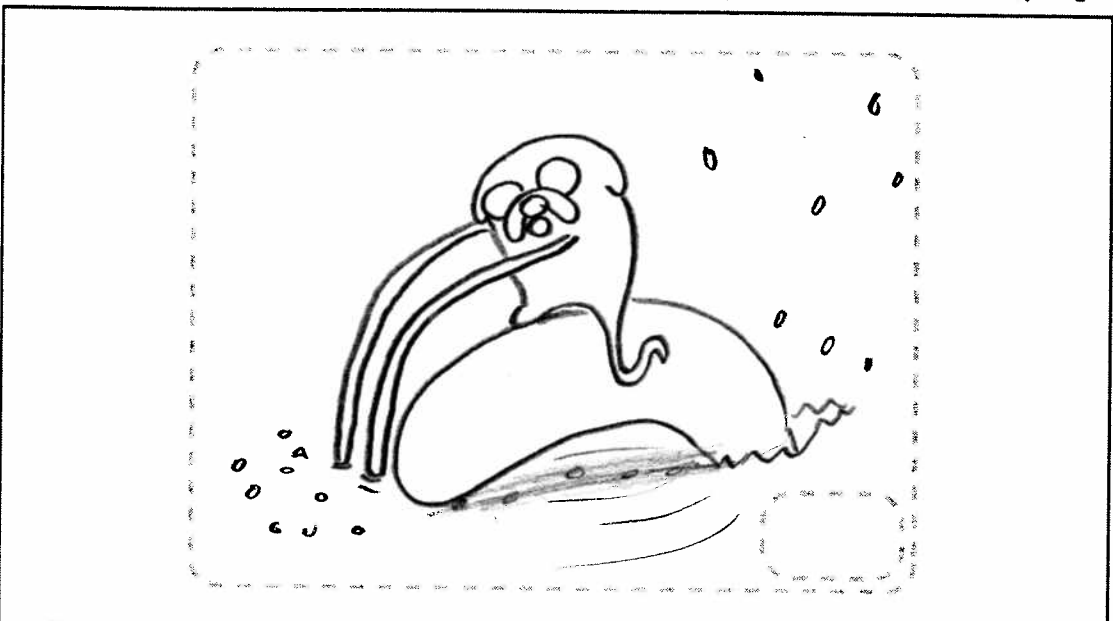
# ADVENTURE TIME



Sc. 78 Pnl. F Bg. day night



Sc. Pnl. G Bg. day night



Dialog:	(J) YOU GOT IT DUDE!!!
Action:	(cycle) JAKE RIDES FIN LIKE A BRUNCO
Timing:	

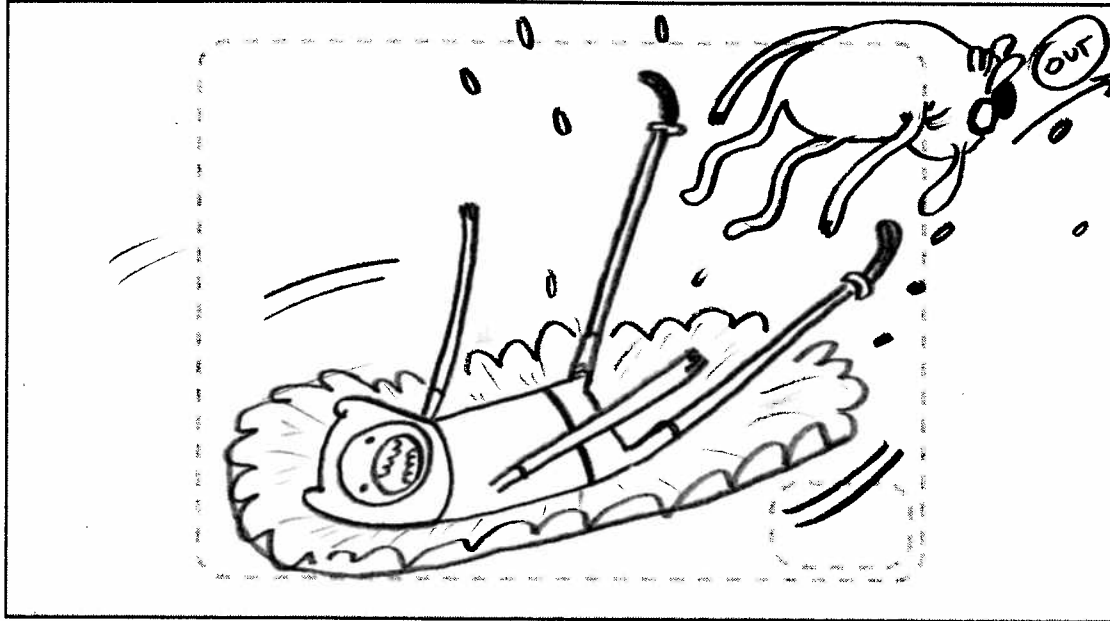
EPISODE #

Production :

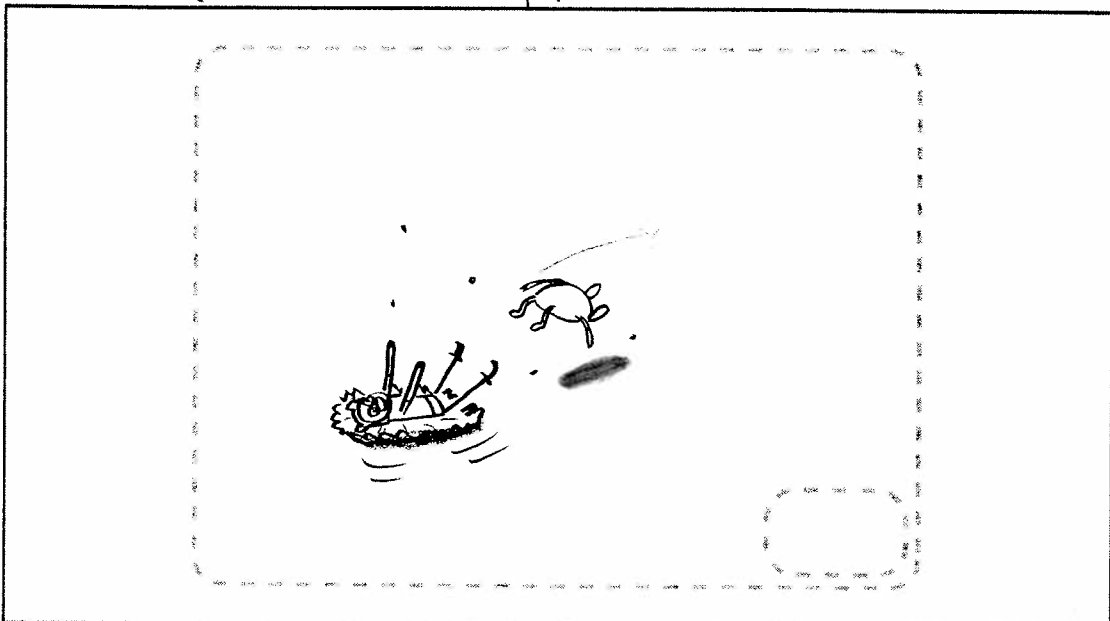
# ADVENTURE TIME



Sc. 78 Pnl. H Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:	(F) AHHH!
Action:	
Timing:	

EPISODE #

Production :



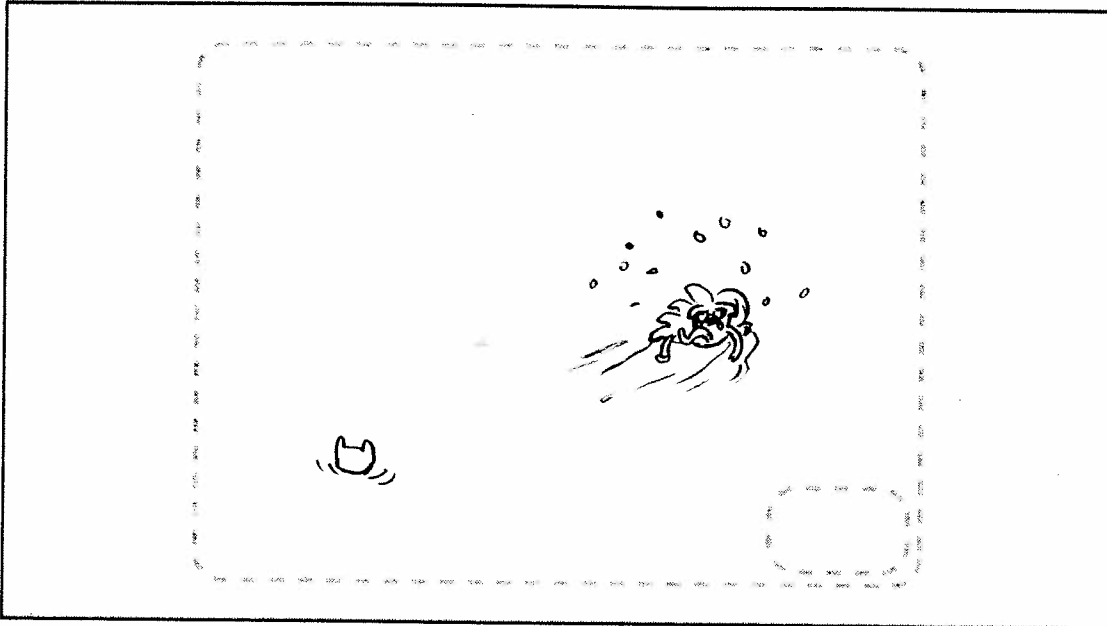
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# ADVENTURE TIME

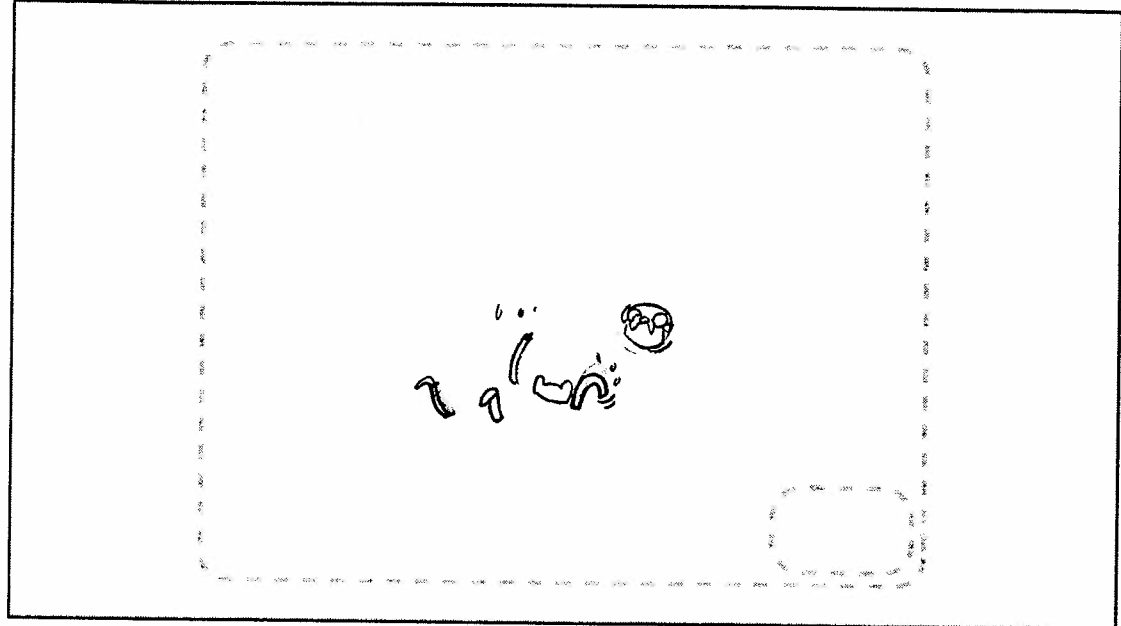


Page 105

Sc. 79 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night



Dialog:	<u>sfx: SPLASH!</u>	
Action:	<u>JAKE HITS WATER</u>	<u>FIN SWIMS OVER</u>
Timing:		

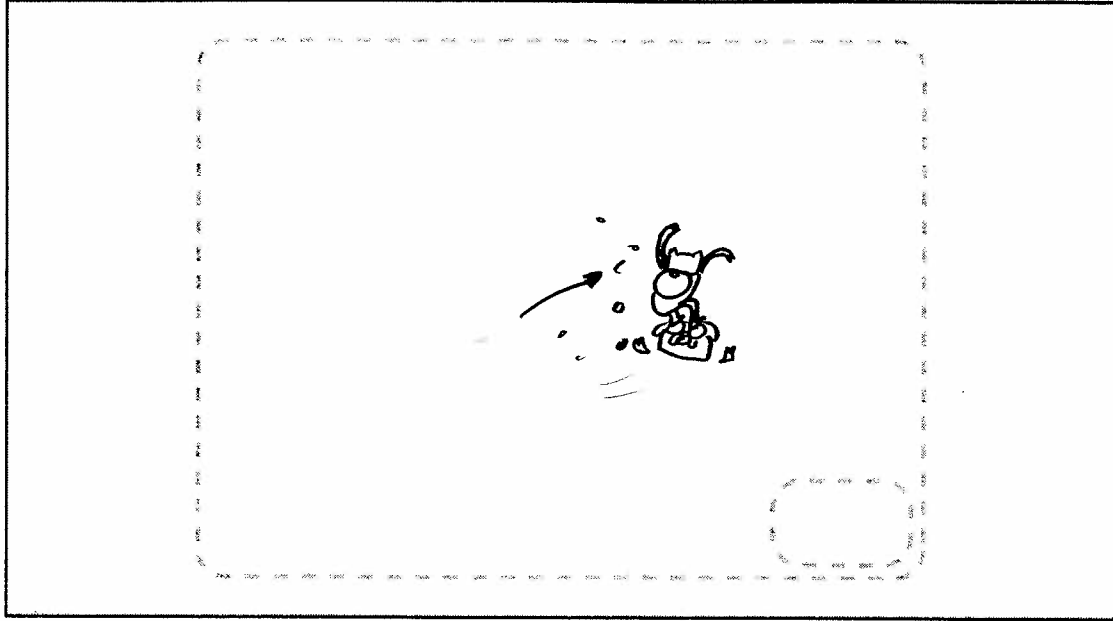
EPISODE #

Production :

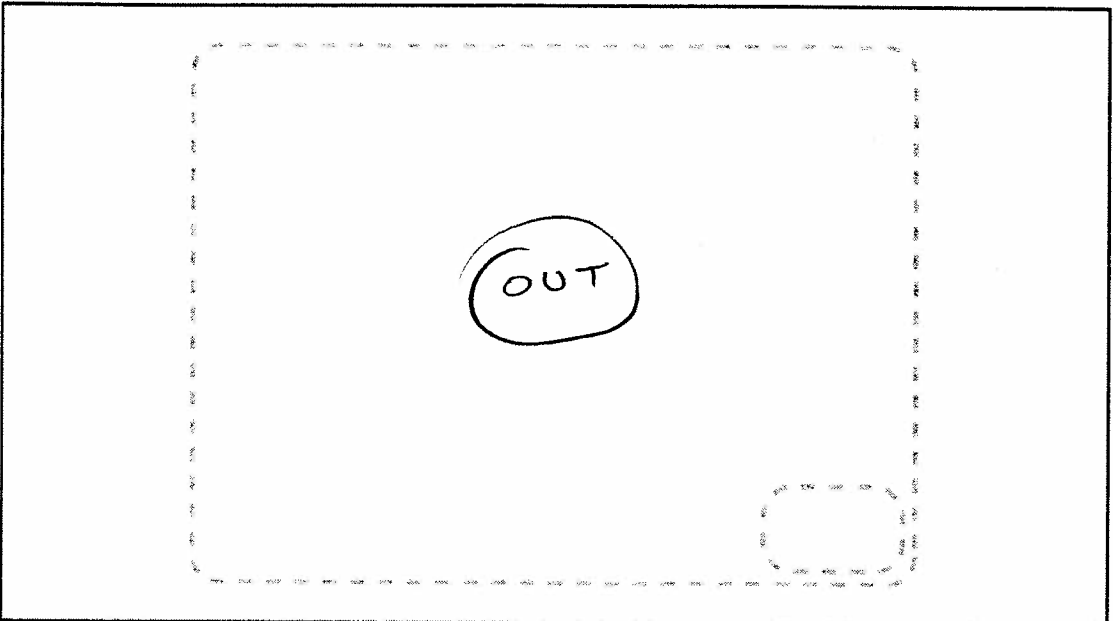
# ADVENTURE TIME



Sc. 79 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: <u>(F) Jumps onto (J)'s Head.</u>
Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc.

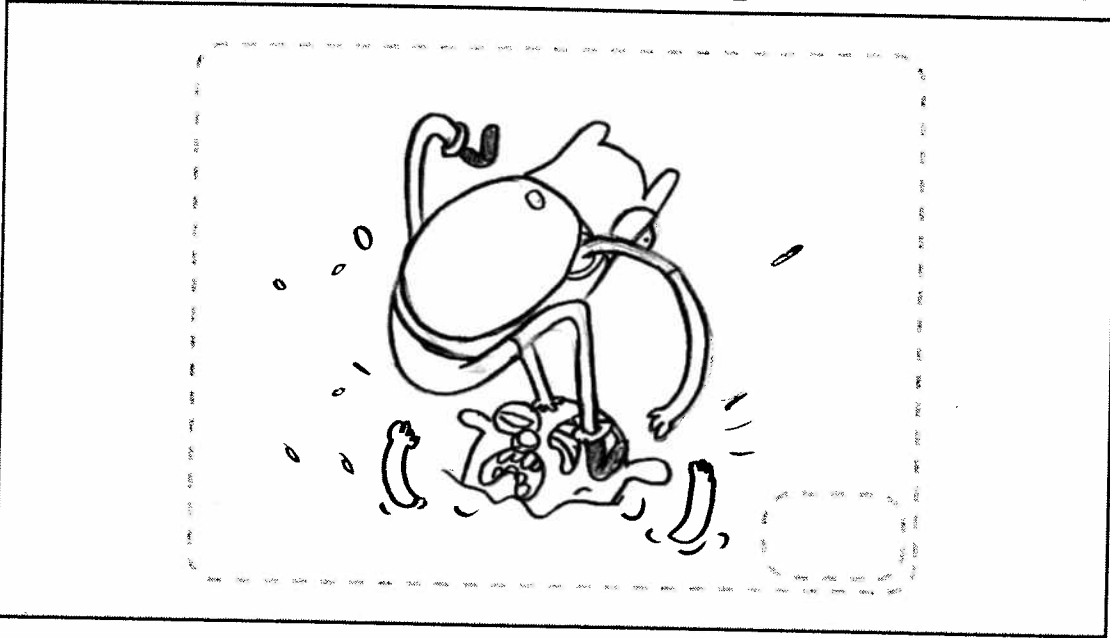
80

Pnl.

A

Bg.

day night



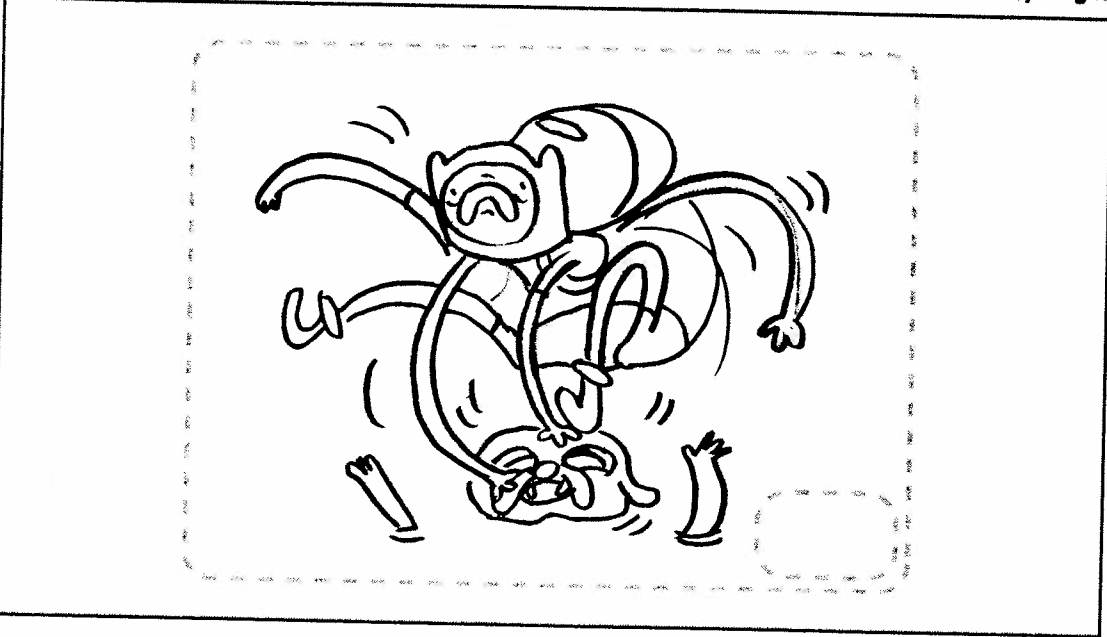
Sc.

Pnl.

B

Bg.

day night



Dialog:

Action:

FINGOES CRAZY LIKE A WILD ANIMAL  
ON JAKE'S HEAD

Timing:

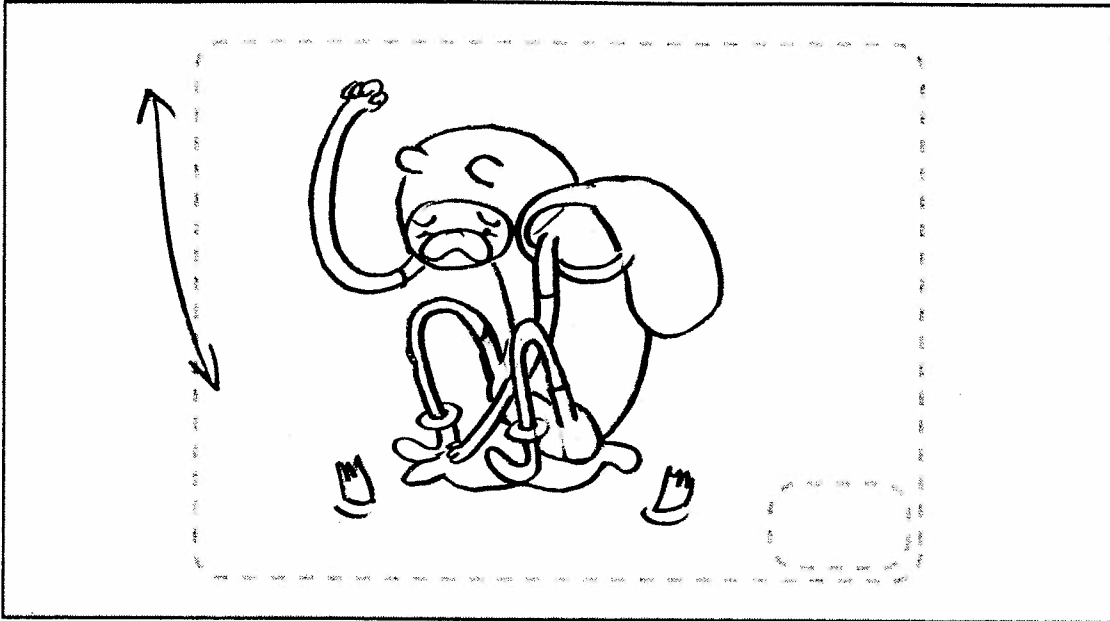
EPISODE #

Production :

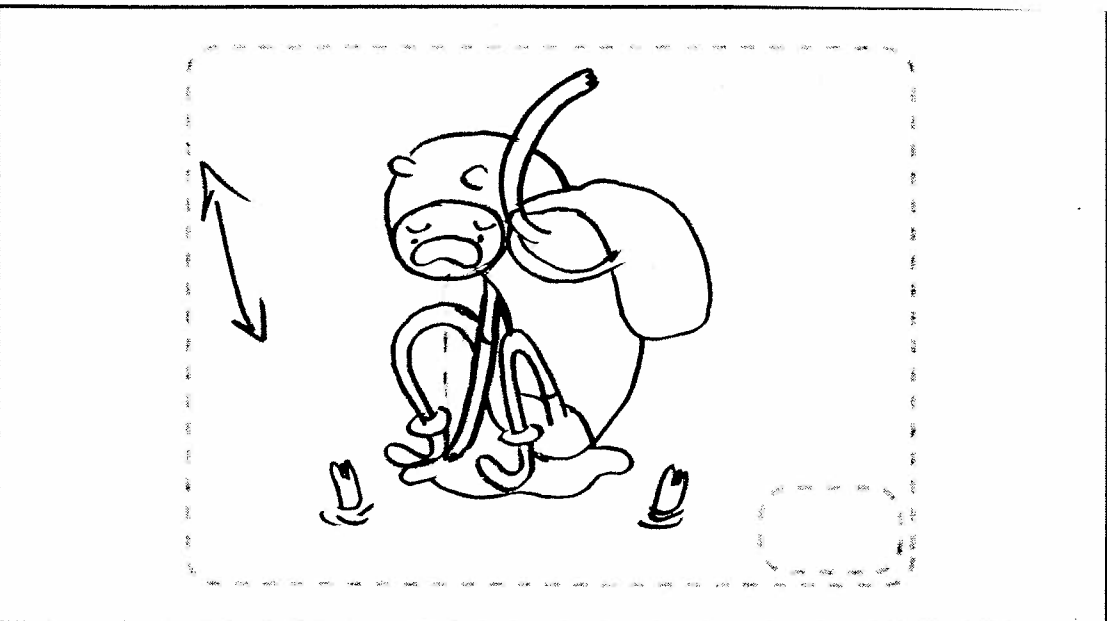
ADVENTURE TIME



Sc. 80 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:
Action:
Timing:

← Cycle → FIN POUNDS JAKE'S HEAD.

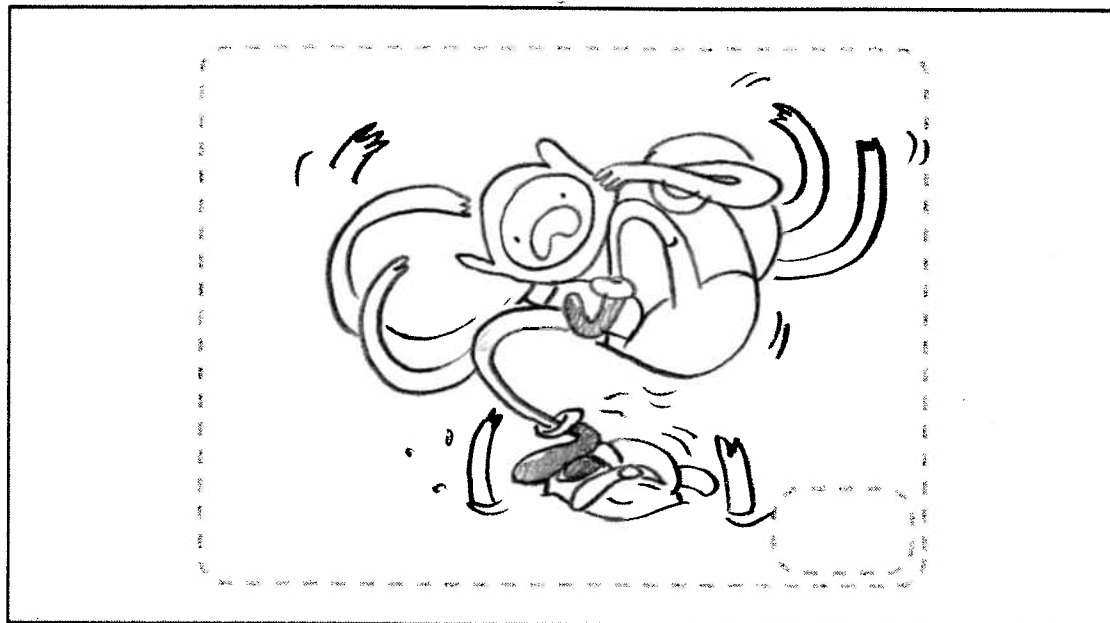
EPISODE #  
Production :

# ADVENTURE TIME

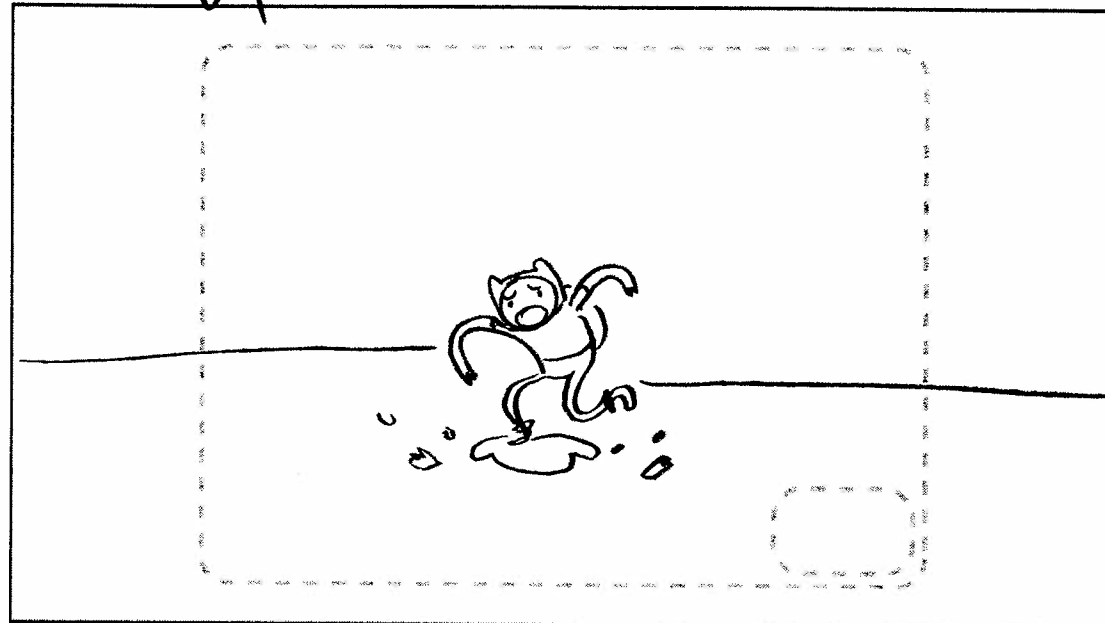


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Sc. 80 Pnl. E Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

Action:

FIN MOVING WILDLY.

Timing:

EPISODE #

Production :

ADVENTURE TIME



Sc. 81 Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

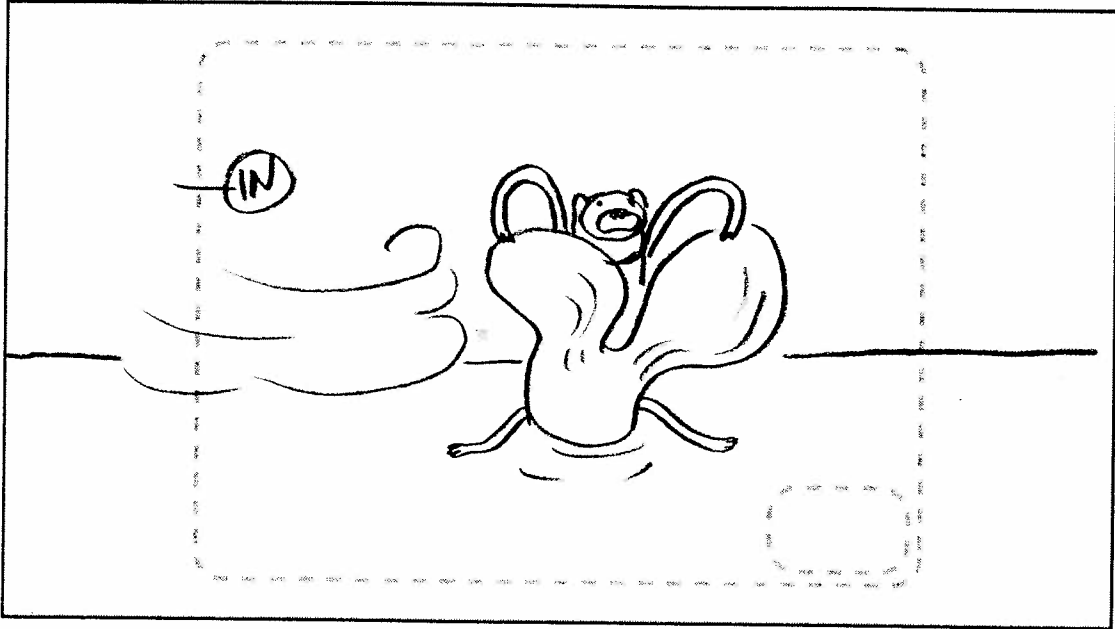
Dialog:	(F) AH!
Action:	(F) BENDS DOWN & GRABS JAKE'S EARS. (F) PULLS UP (J)'S EARS.
Timing:	

EPISODE #  
Production :

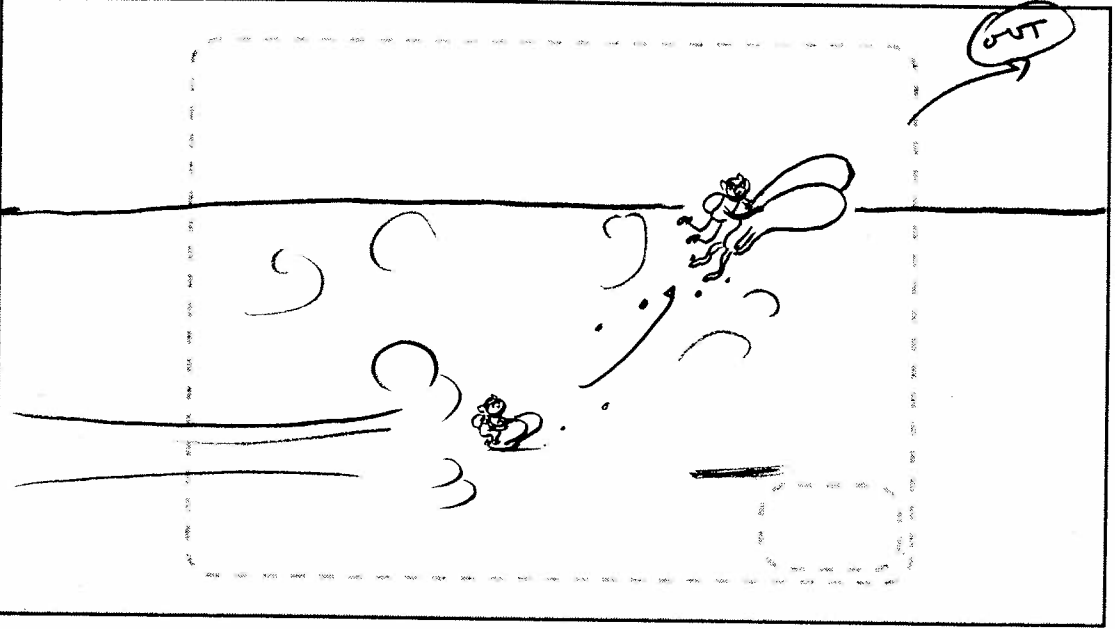
ADVENTURE TIME



Sc. 81 Pnl. D Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog:	
Action:	WIND COMES IN & BLOWS (J)'S CARS.
Timing:	WIND BLOWS THEM OUT OF WATER LIKE A KITE.

EPISODE #

Production :

# ADVENTURE TIME



Sc. 03 Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:
Action: FLY CLOSER TO ISLAND..
Timing:

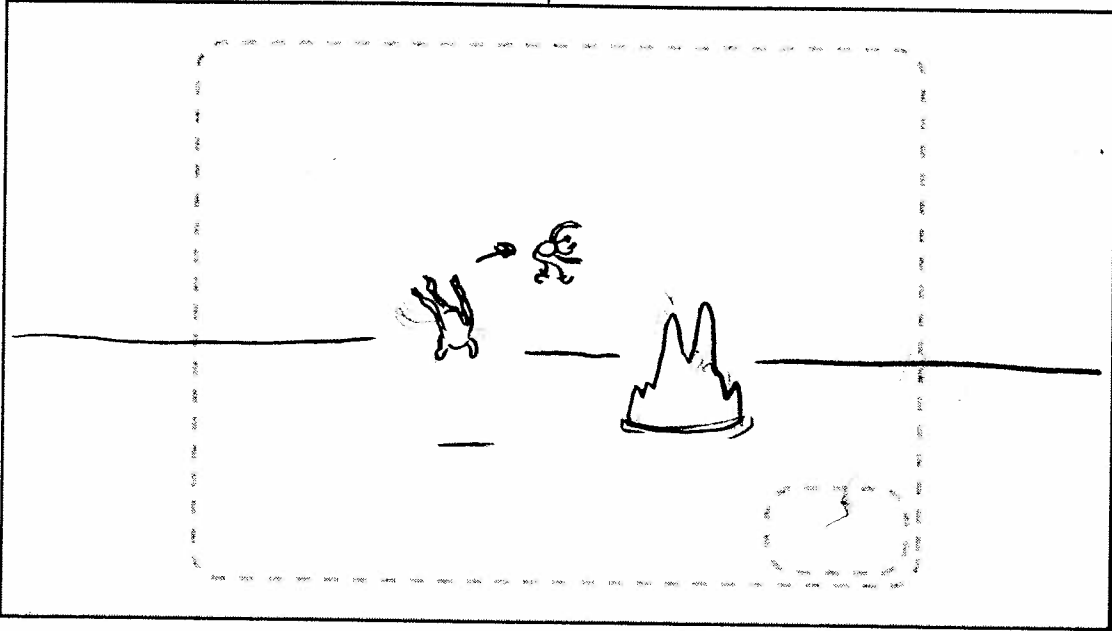
EPISODE #  
Production :



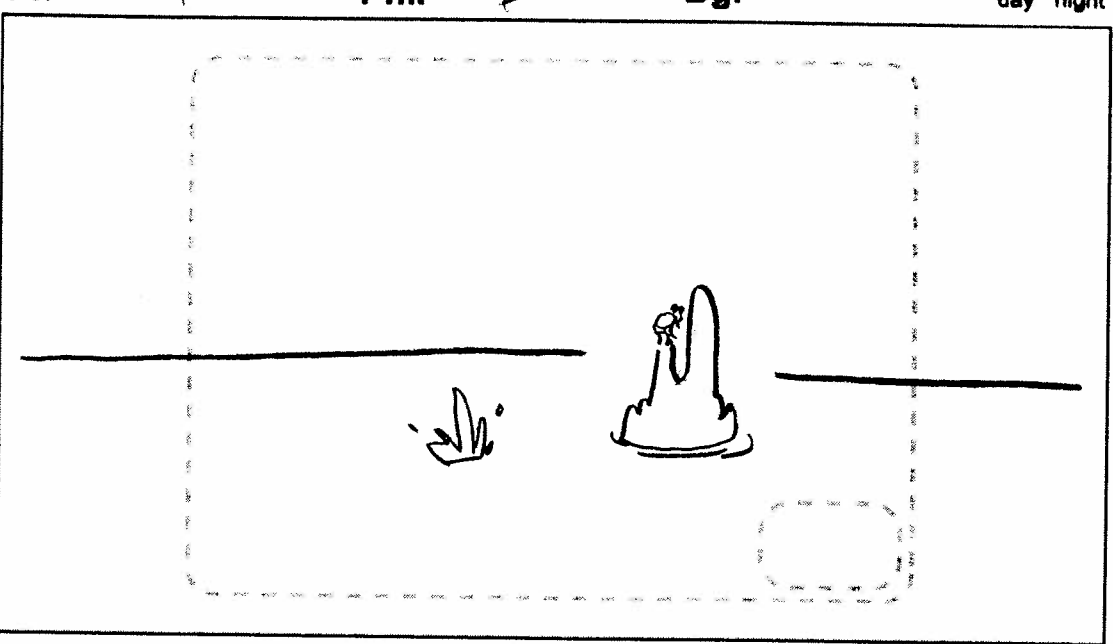
# ADVENTURE TIME



Sc. 004 Pnl. A Bg. day night



Sc. 84 Pnl. B Bg. day night



Dialog:
Action: Fin jumps off JAKE LANDS ON ISLAND (3) HITS WATER.
Timing:

EPISODE #

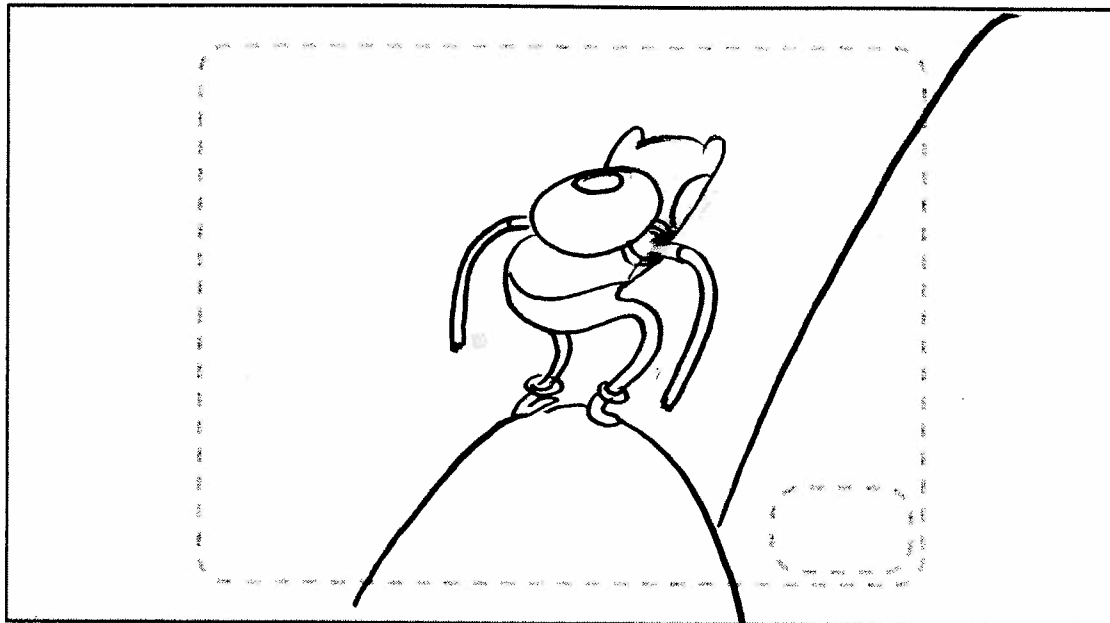
Production :

# ADVENTURE TIME

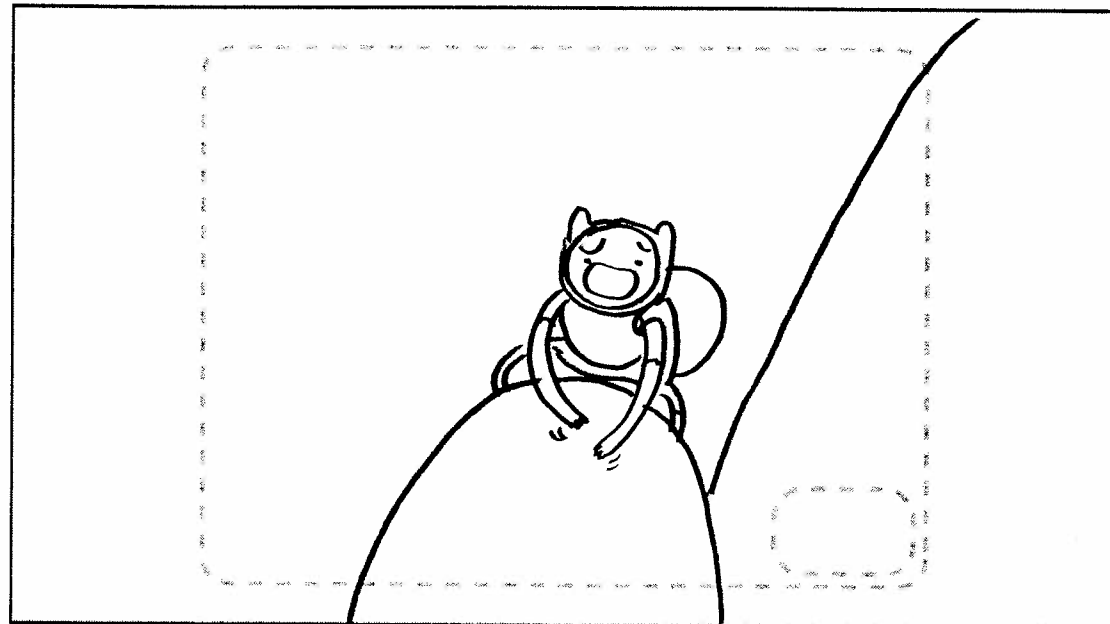


Page 114

Sc. 605 Pnl. A Bg. day night



Sc. 85 Pnl. B Bg. day night



Dialog:	(F) (RELIEVED) HA HA I'M SAFE!
Action:	
Timing:	

EPISODE #

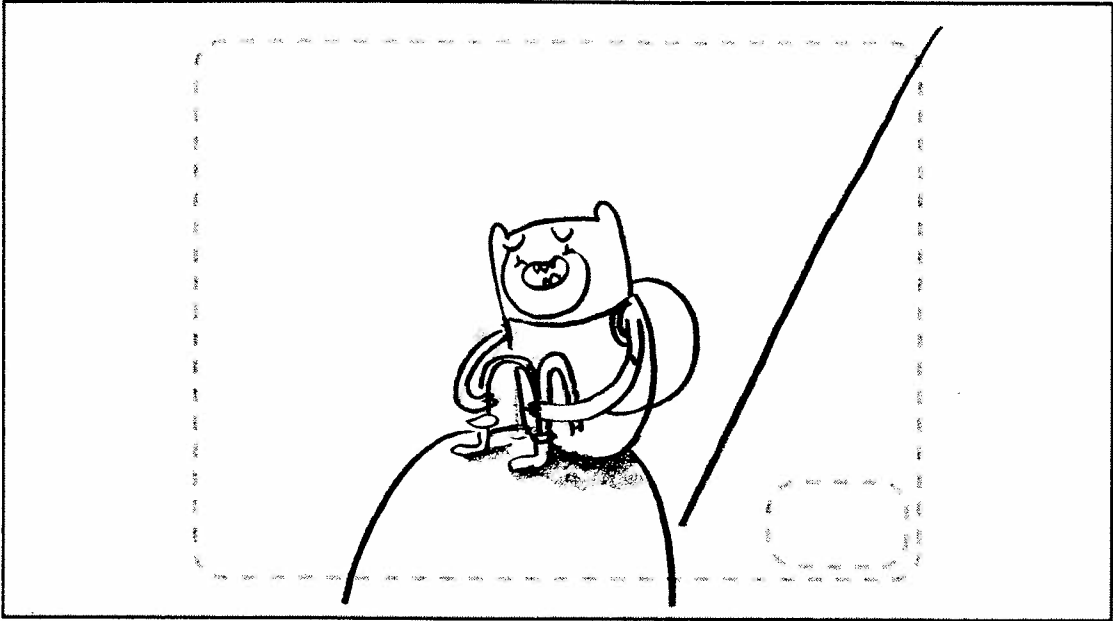
Production :

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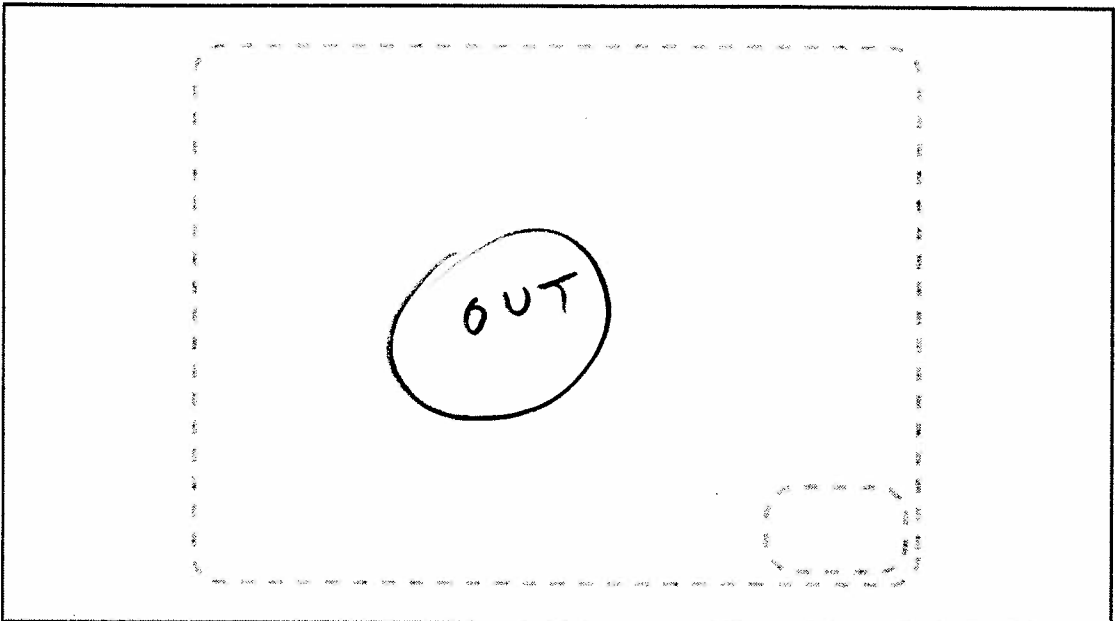
# ADVENTURE TIME



Sc. 65 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
ⓧ How'd I do?
Action:
Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 116

Sc.

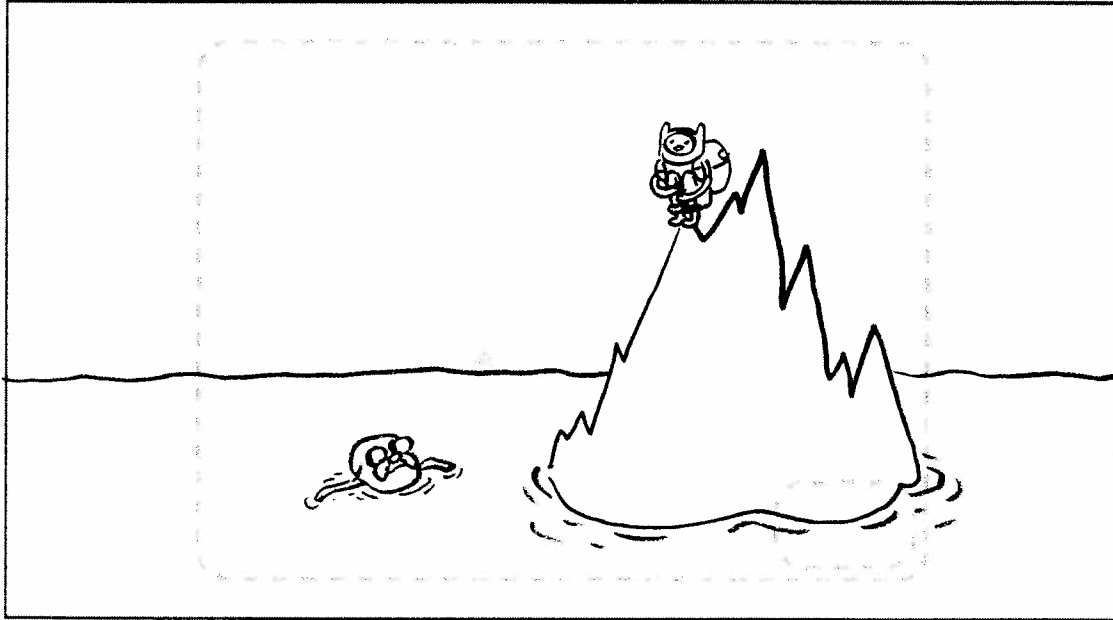
06

Pnl.

A

Bg.

day night



Sc.

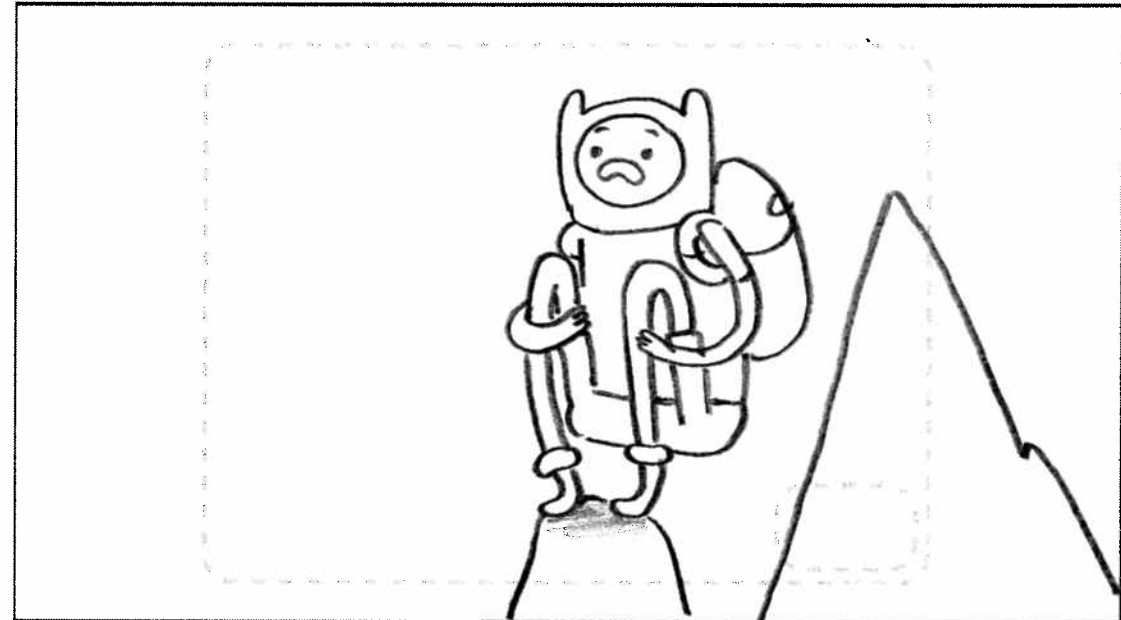
07

Pnl.

A

Bg.

day night



Dialog:

JAKE - I THINK WE SHOULD GIVE UP.

FINN - WHAT? BUT I THOUGHT  
WE WERE MAKING PROGRESS.

Action:

Timing:

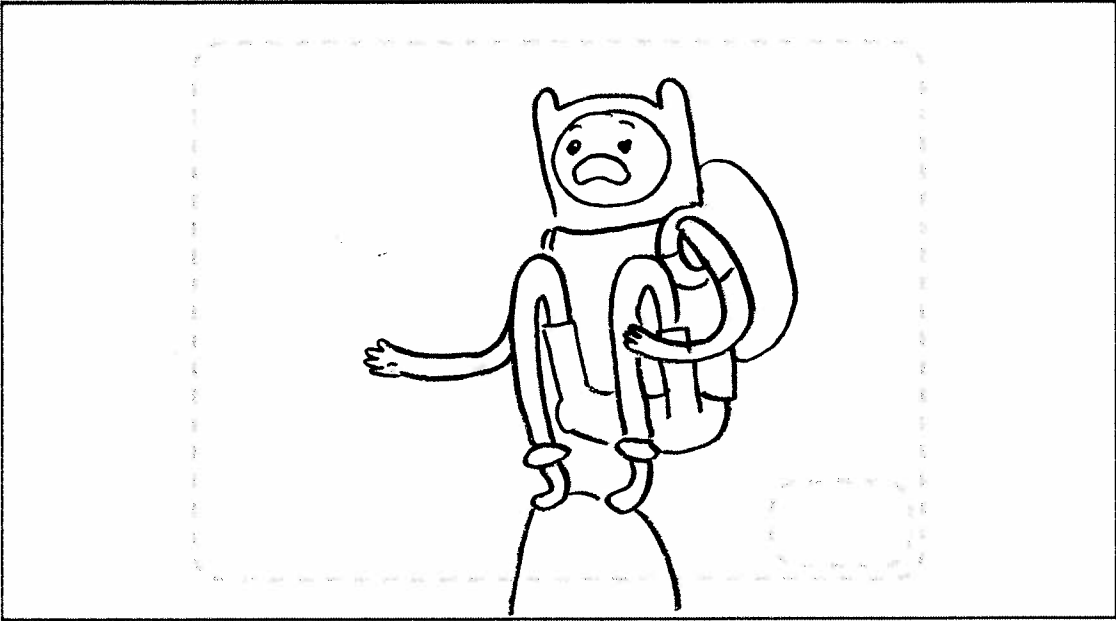
EPISODE #

Production :

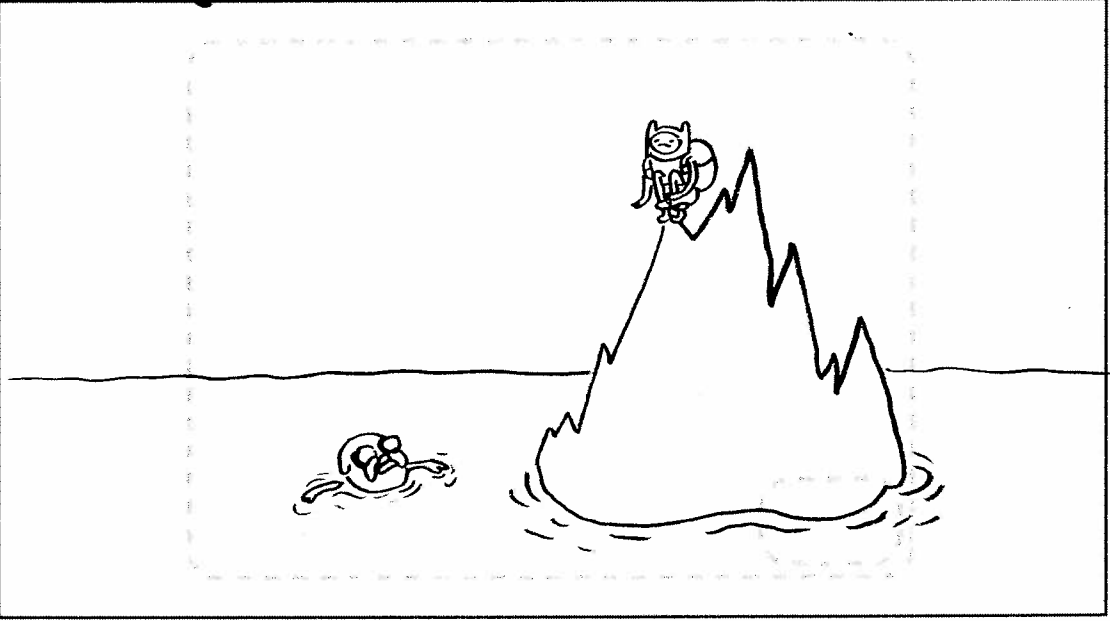
# ADVENTURE TIME



Sc. 87 Pnl. B Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog:	
FINN - I MADE IT ALL THE WAY TO LEVEL 3	JAKE - LOOK FINN.
Action:	
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Sc. 88 Pnl. B Bg. day night

Sc. 88 Pnl. C Bg. day night

Dialog:	J- ITS NOT THAT I DONT WANT TO HELP YOU.	JAKE - I JUST DONT WANT TO GET BEAT UP ANYMORE.
Action:	(JAKE SHRUGS)	
Timing:		

EPISODE #

Production :

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# ADVENTURE TIME



Page 118

Sc. 89 Pnl. A Bg. day night



Sc. 89 Pnl. B Bg. day night



EPISODE #

Dialog:  
JAKE - I MEAN... THIS IS MY BREAD  
AND BUTTER.

Dialog:  
JAKE - I CAN'T HAVE YOU MESSIN' UP  
MY BREAD AND BUTTER DUDE.

Action:

Timing:

Production :

# ADVENTURE TIME



Page 119

Sc.		Pnl.		Bg.		day	night	Sc.		Pnl.		Bg.		day	night
	90		A						90		B				

Dialog:

FINN- PLEASE JAKE

F- JUST GIVE ME ONE  
MORE CHANCE.

Action:

Timing:

EPISODE #

Production :

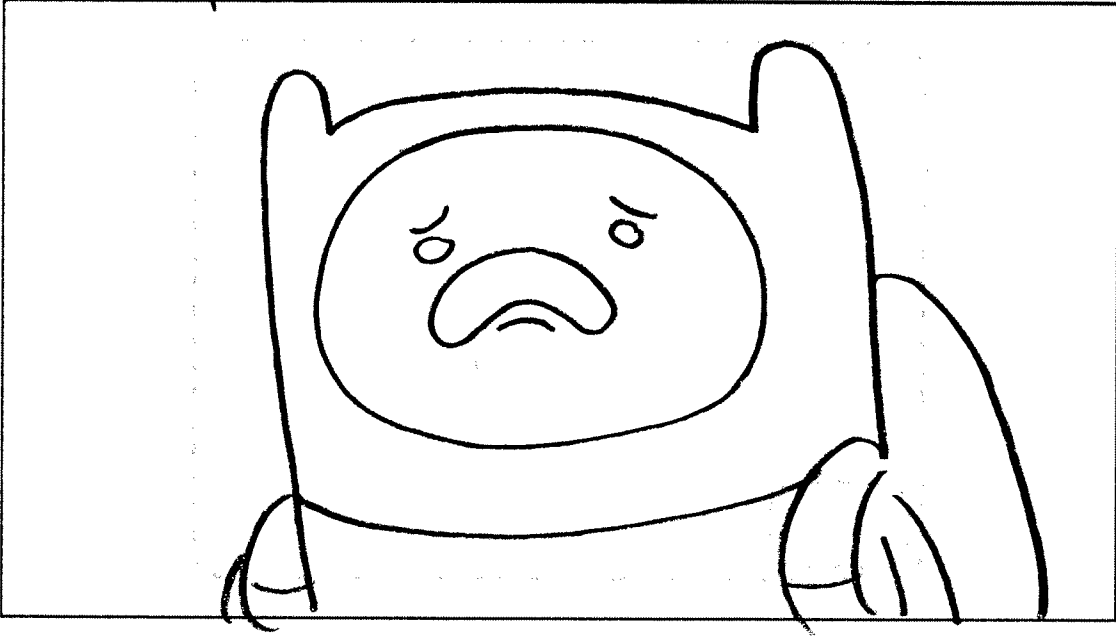


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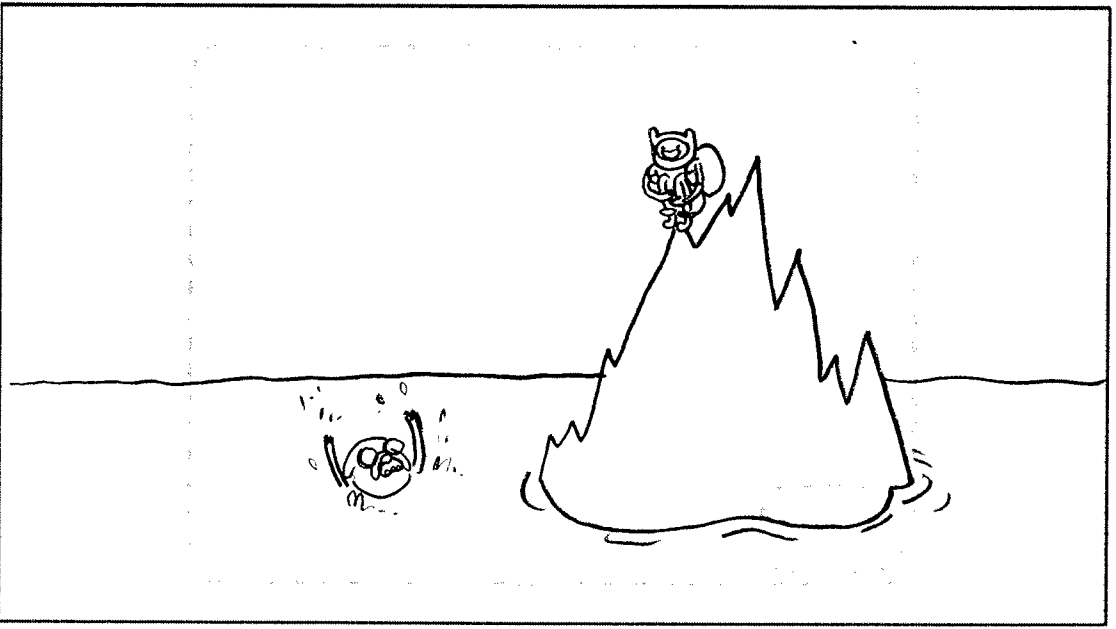
ADVENTURE TIME



Sc. 91 Pnl. A Bg. day night



Sc. 92 Pnl. A Bg. day night



Dialog:
FINN- I CAN'T DO THIS WITHOUT YOU.
JAKE- OK FINE!
Action:
Timing:

EPISODE #

Production :

## ADVENTURE TIME



Page 121

**Sc.**

an

**Pnl.**

A

**Bg.**

day night

**Sc.**

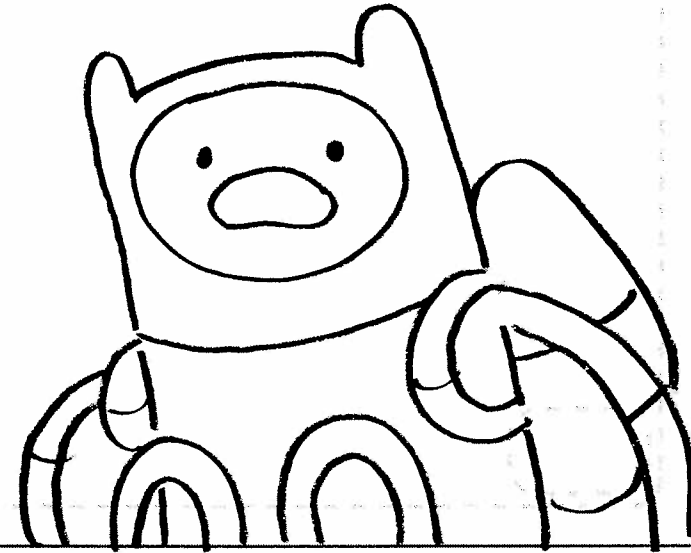
all

**Pnl.**

A

**Bg.**

day night



**Dialog:**

JAKE- BUT ONLY IF YOU SWEAR  
NOT TO HIT ME ANYMORE

FINN- I SWEAR I WON'T  
HIT YOU ANYMORE.

**Action:**

**Timing:**

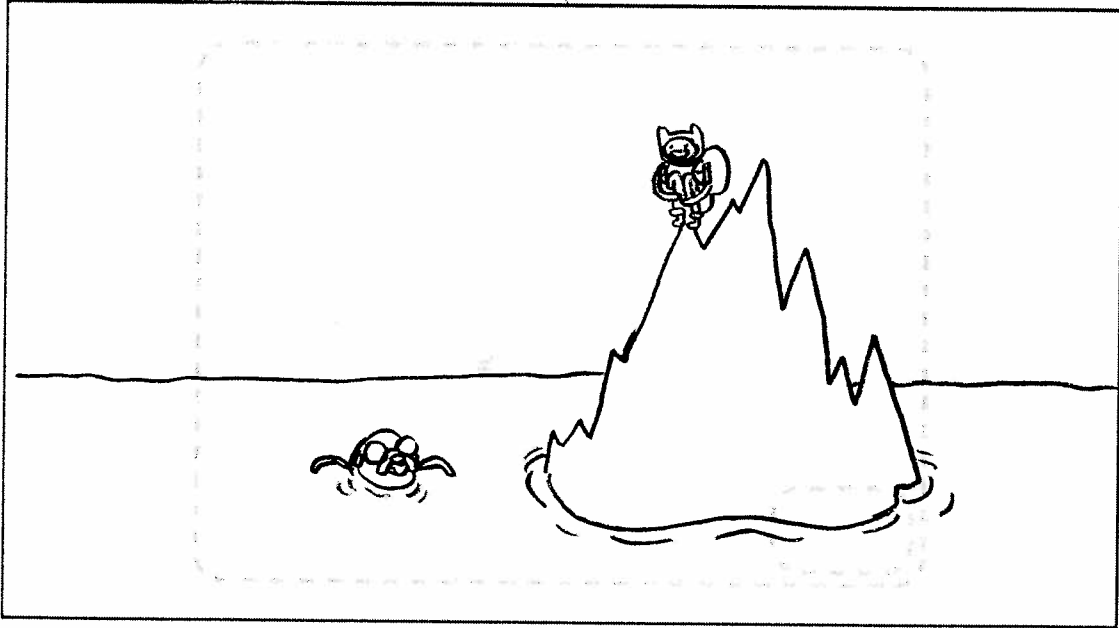
**EPISODE #**

**Production :**

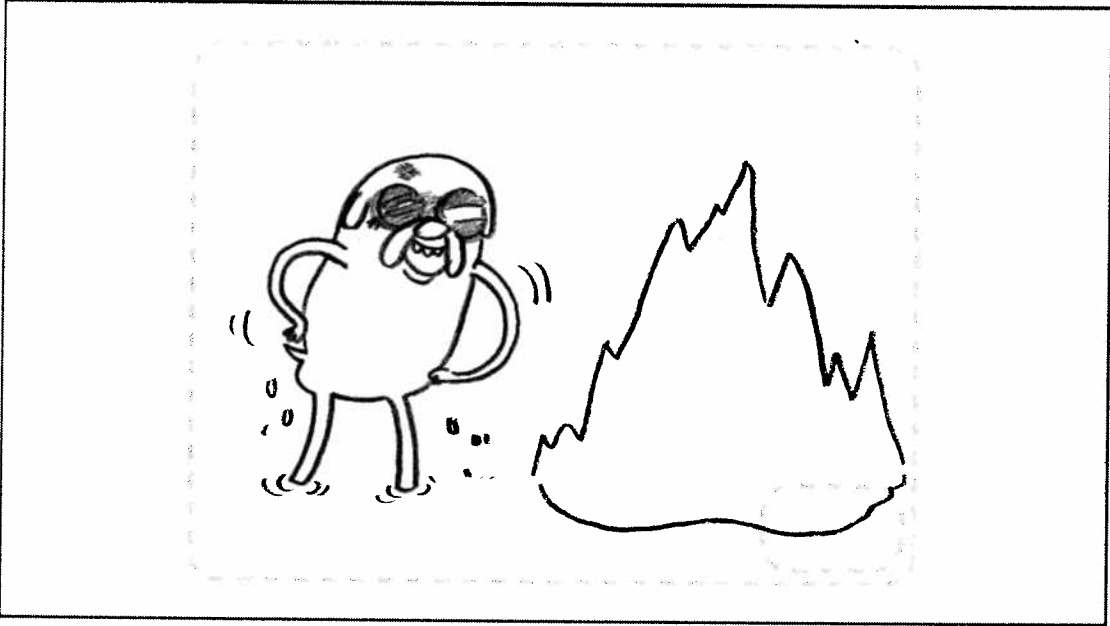
ADVENTURE TIME



Sc. 95 Pnl. A Bg. day night



Sc. 95 Pnl. B Bg. day night



Dialog:	JAKE- ALRIGHT.	J- THEN ITS TIME
Action:	(JAKE GROWS)	
Timing:		

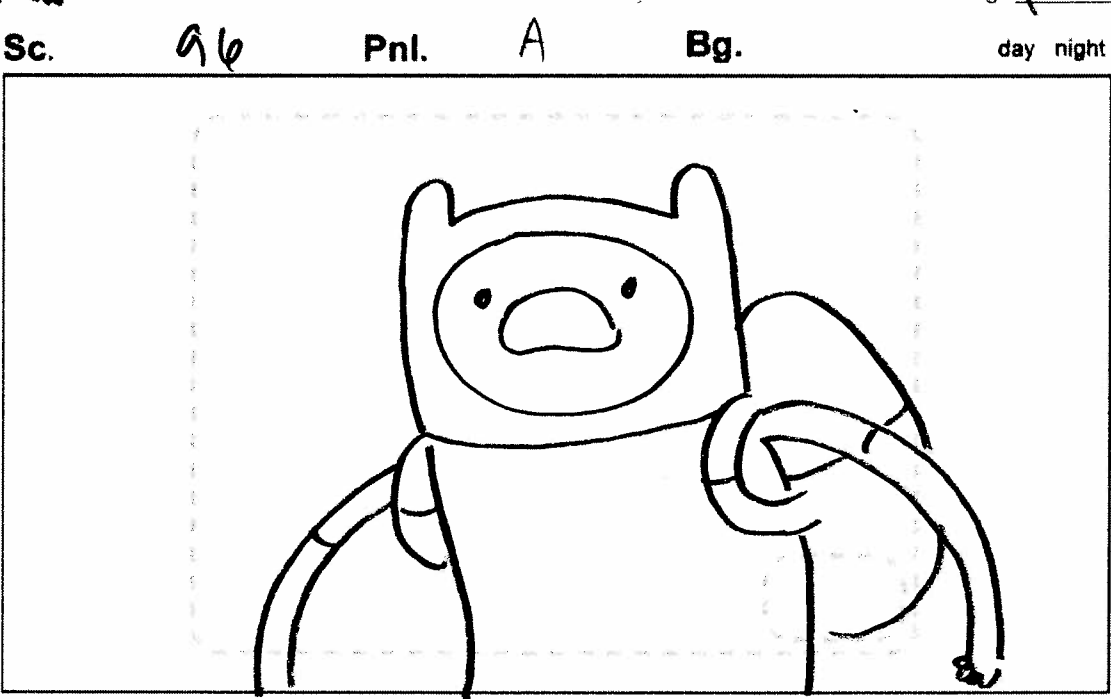
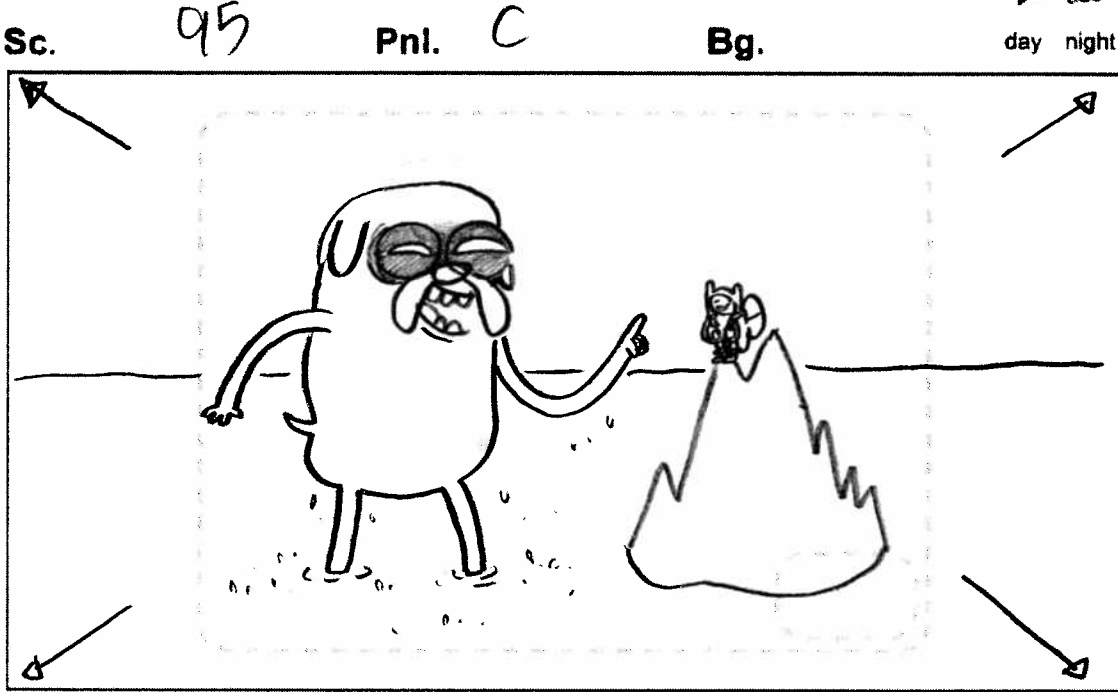
EPISODE #  
Production #

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# ADVENTURE TIME



Page 23



Dialog:	(TRUCK OUT)
J <sup>(CONT)</sup> - FOR LEVEL 4	FINN- WHAT?? I THOUGHT YOU SAID IT WAS A THREE STEP PLAN,
Action:	
Timing:	

EPISODE #

Production :

# ADVENTURE TIME



Page 124

Sc.

96

Pnl.

B

Bg.

day night



Sc.

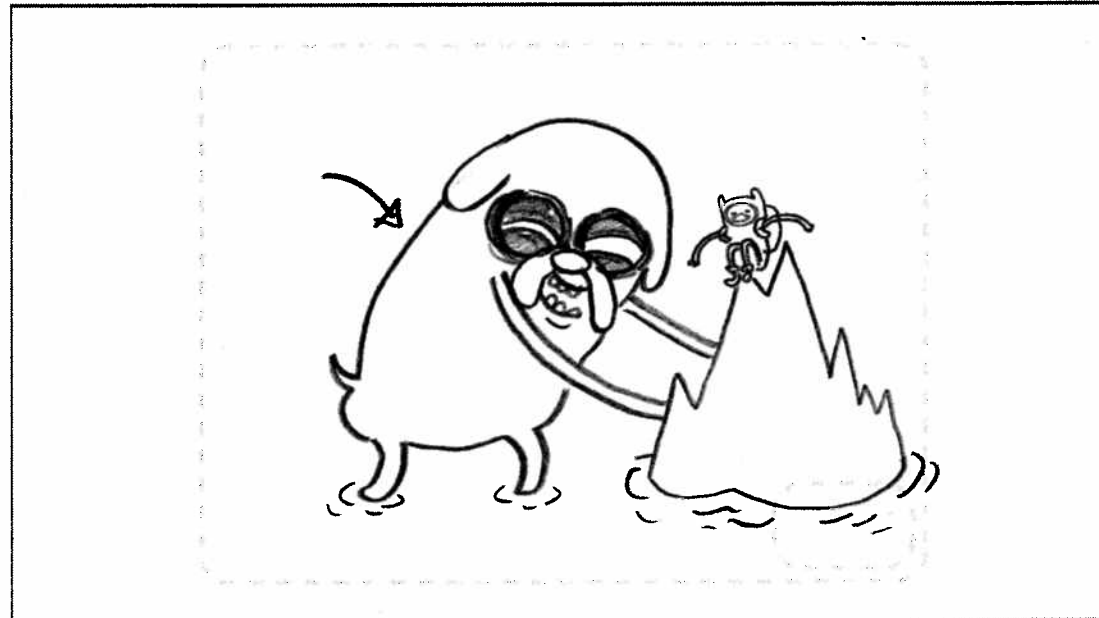
97

Pnl.

A

Bg.

day night



Dialog:

JAKE- IM NOT THAT GOOD AT  
COUNTING.

FINN- WHA?

Action:

Timing:

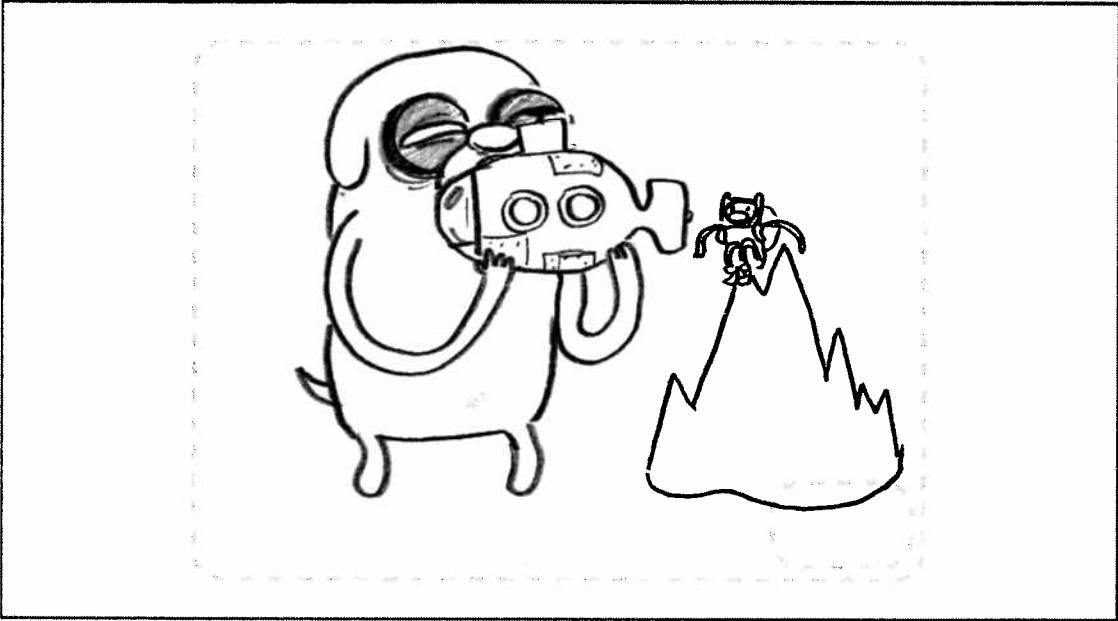
EPISODE #

Production :

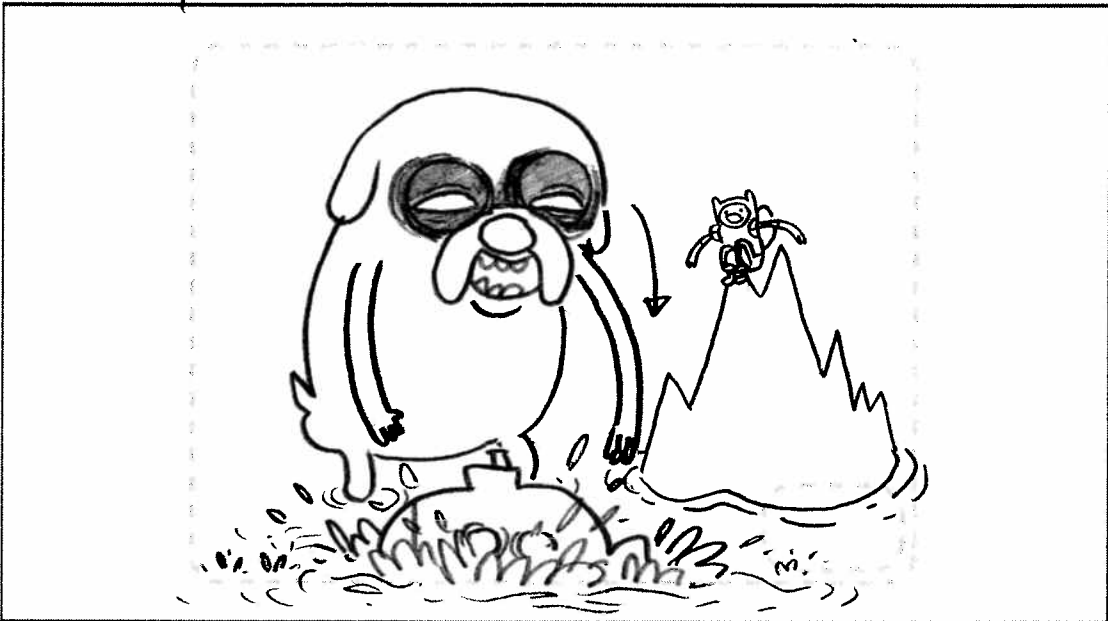
ADVENTURE TIME



Sc. 97 Pnl. B Bg. day night



Sc. 97 Pnl. C Bg. day night



Dialog:

FINN - WHOA!

JAKE - HA HA!

Action:

(JAKE PULLS A SUBMARINE OUT FROM BEHIND MOUNTAIN)

= SPLASH =

Timing:

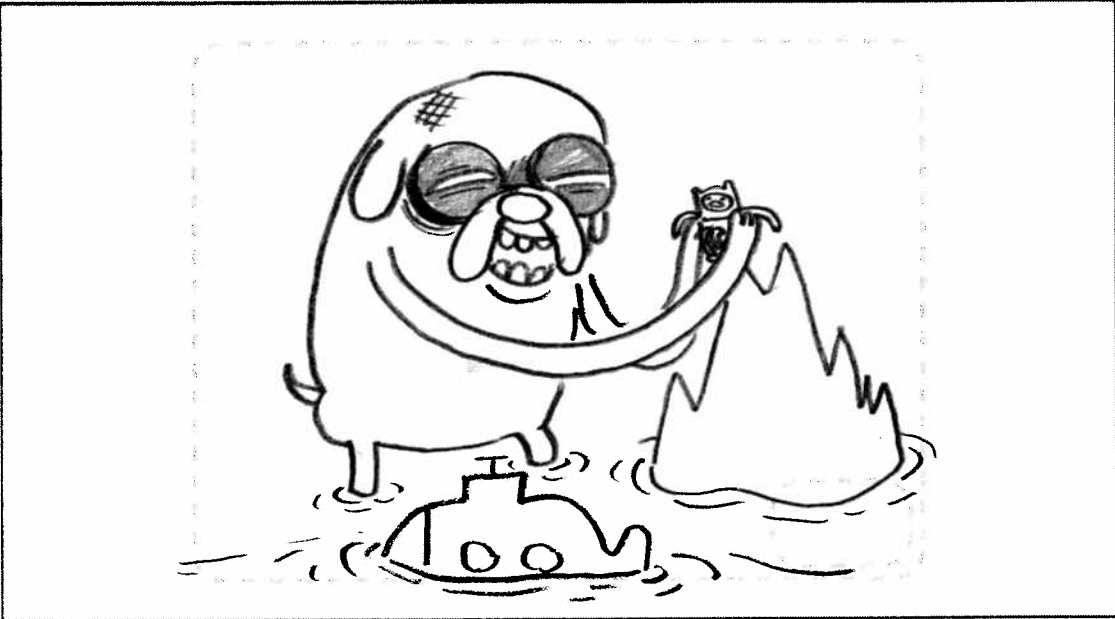
EPISODE #

Production :

ADVENTURE TIME



Sc. 97 Pnl. D Bg. day night



Sc. 97 Pnl. E Bg. day night



Dialog:

JAKE - COME ON,

JAKE - LETS GO KICK YOUR  
FEAR OF THE OCEAN WHERE  
THE SUN DON'T SHINE

Action:

(JAKE PUTS FINN ON THE SUB)

Timing:

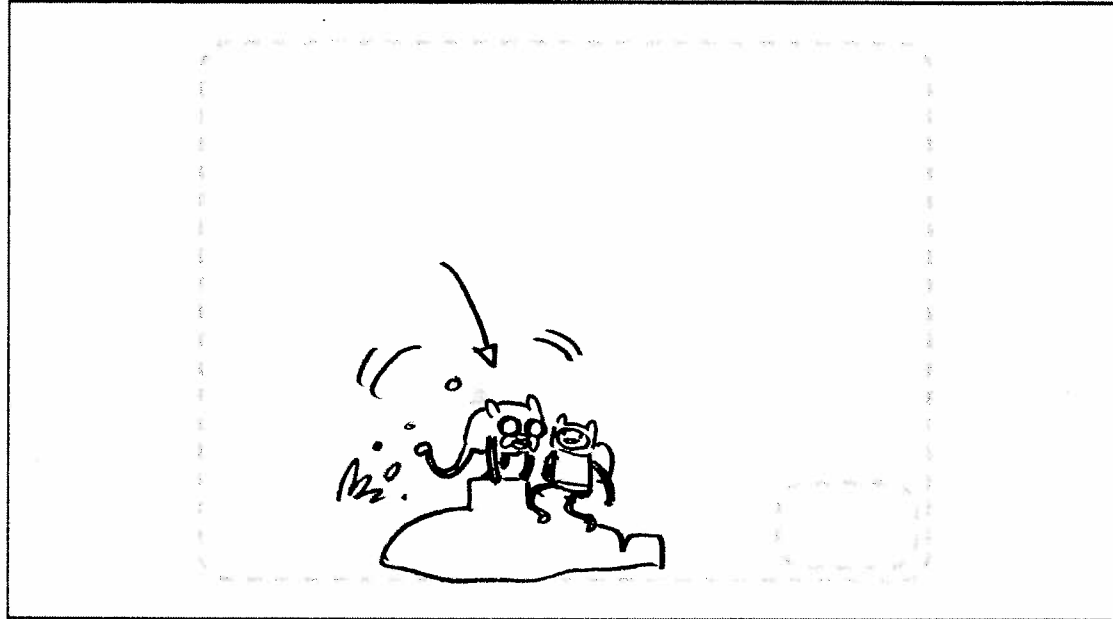
EPISODE #

Production :

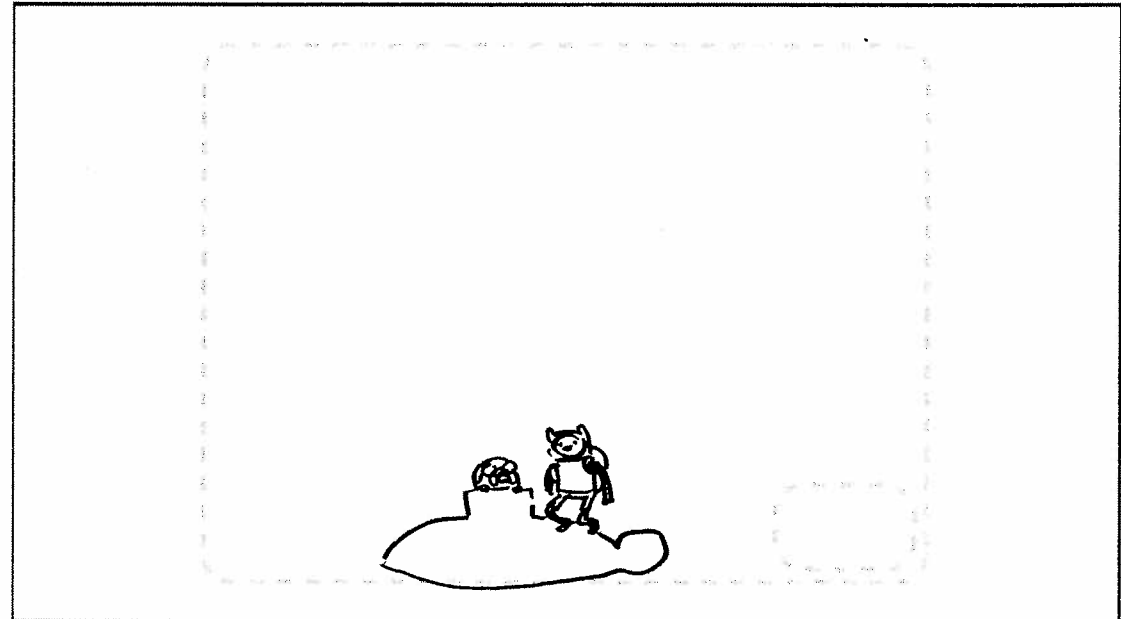
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Page 101

day night



**Sc.**



JAKE- YA KNOW... IN THE  
SEA CUCUMBER.

JAKE SHRINKS DOWN & JUMPS  
ONTO SUB.

BUBBLE WRAP TRANSITION

**Production :**



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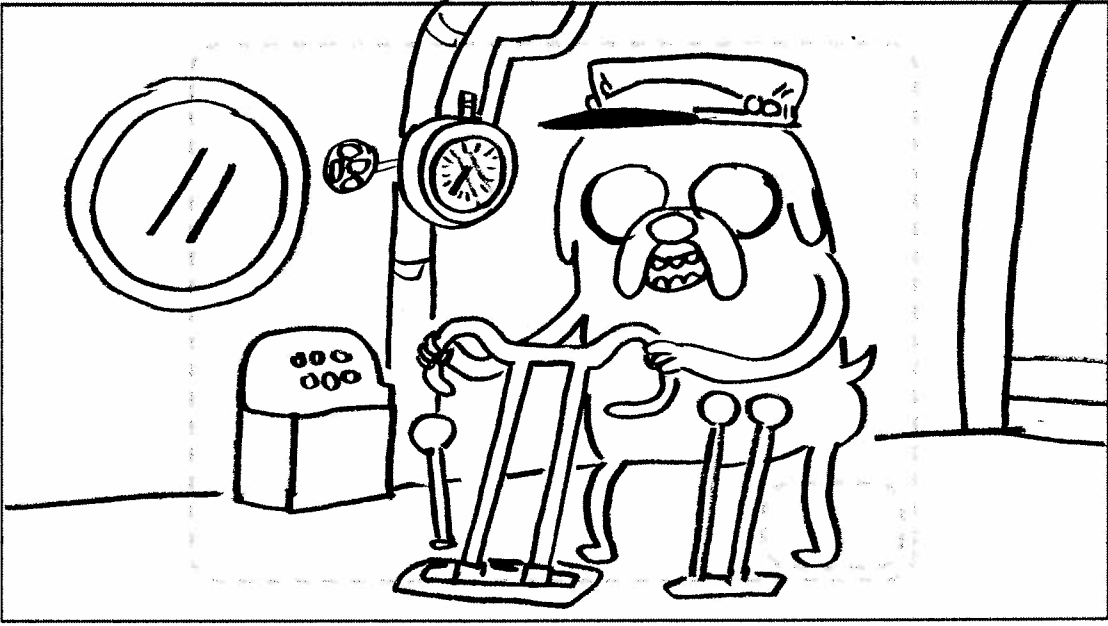
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. 99 Pnl. A Bg. day night



Dialog:

(SFX: SONAR PINGS: BOOP... BOOP...)

JAKE - YOU SEE DUDE.  
100 PERCENT AWSOMITUDE.

Action:

(SUB FLOATS ABOVE CRYSTAL CLOUD CITY RUINS)

Timing:

EPISODE #

Production :

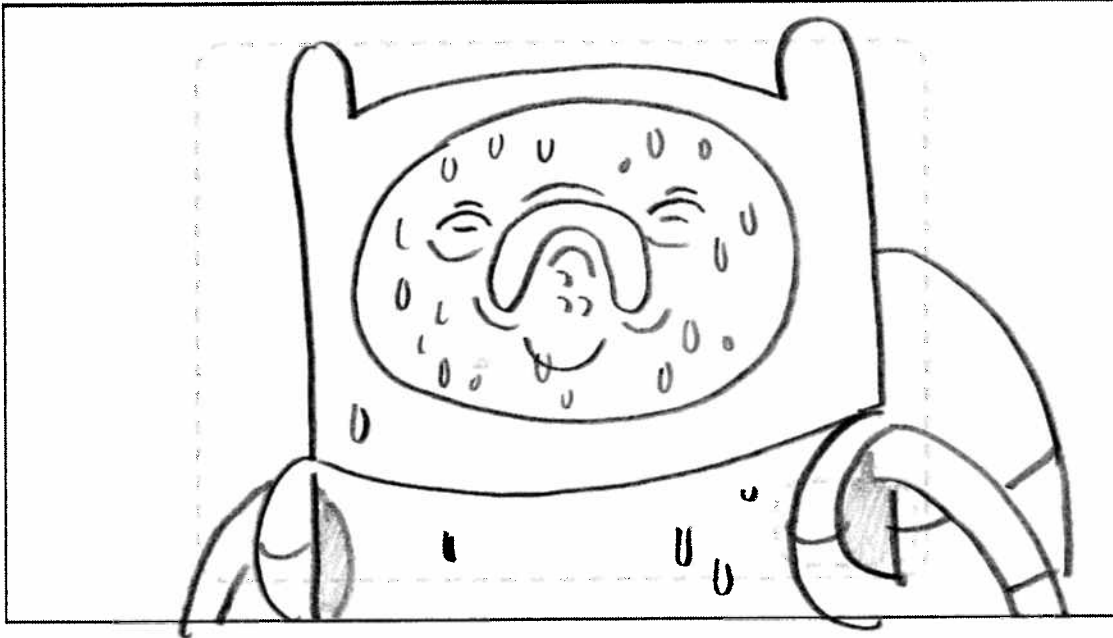
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# ADVENTURE TIME

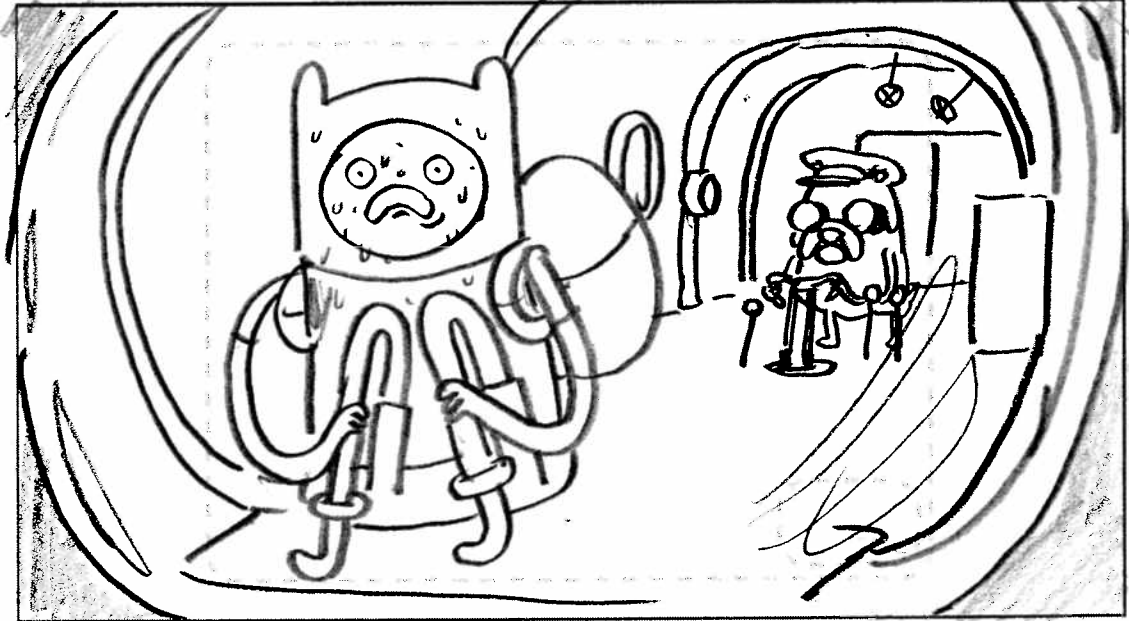


Page 129

Sc. 100 Pnl. A Bg. day night



Sc. 101 Pnl. A Bg. day night



Dialog:

FINN- (breathing fast)  
Yeah... ITS PRETTY MATH...

JAKE- YA KNOW, IT LOOKS WAY MORE MATH  
IF YOU OPEN YOUR EYE HYES.

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME



Sc. 101 Pnl. B Bg. day night

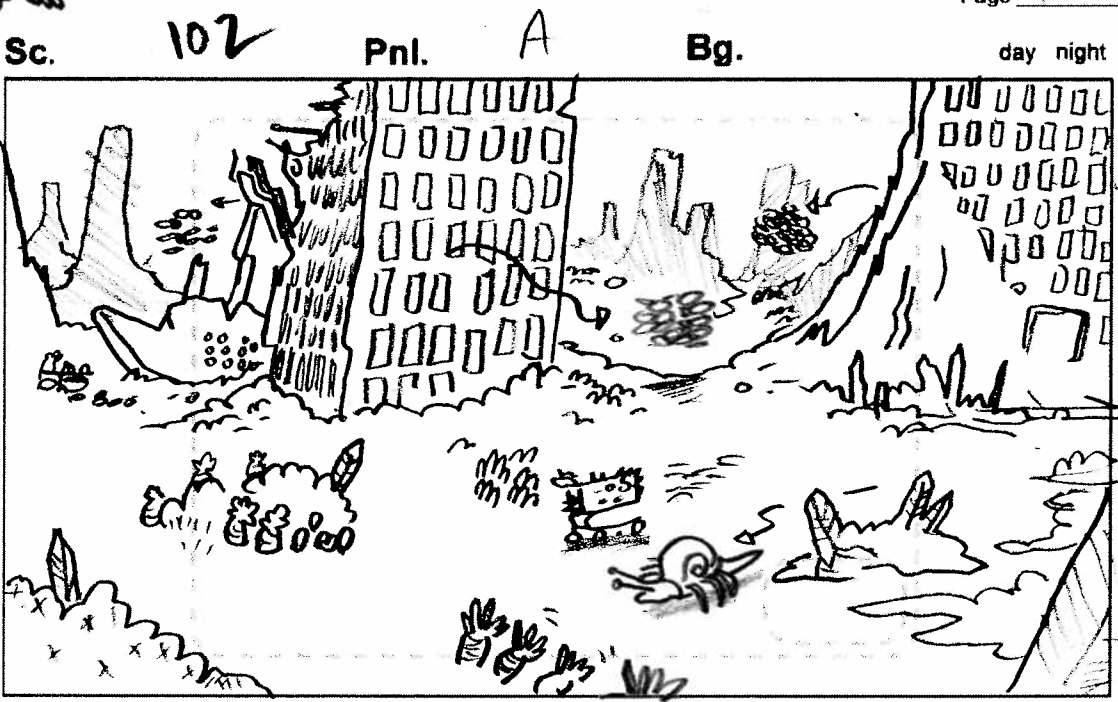
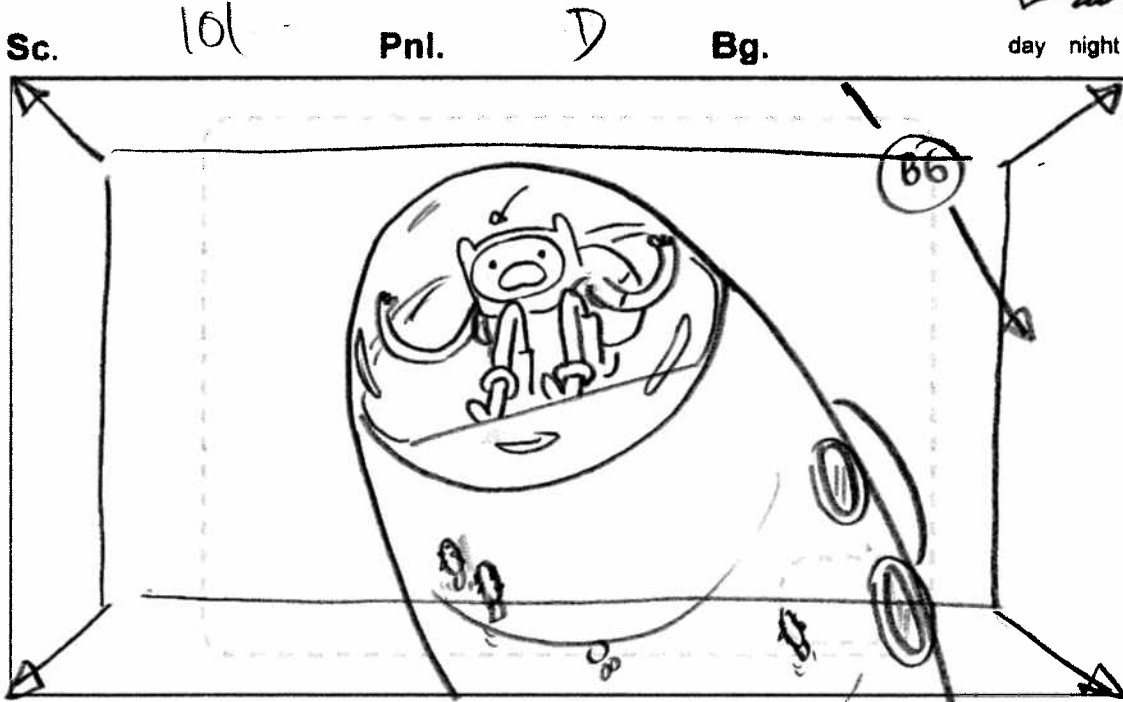
Sc. 101 Pnl. C Bg. day night

Dialog:	FINN- HA HA, OH YEAH...	FINN- GULP!
Action:	(FINN LEANS FORWARD TO GET A BETTER LOOK)	
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Dialog:

FINN- WHOA...

Action:

(TRUCK OUT AFTER FINN'S FACE HITS THE GLASS)

(REALLY SHITTY BEAUTY MUSIC HERE)

Timing:

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EPISODE #

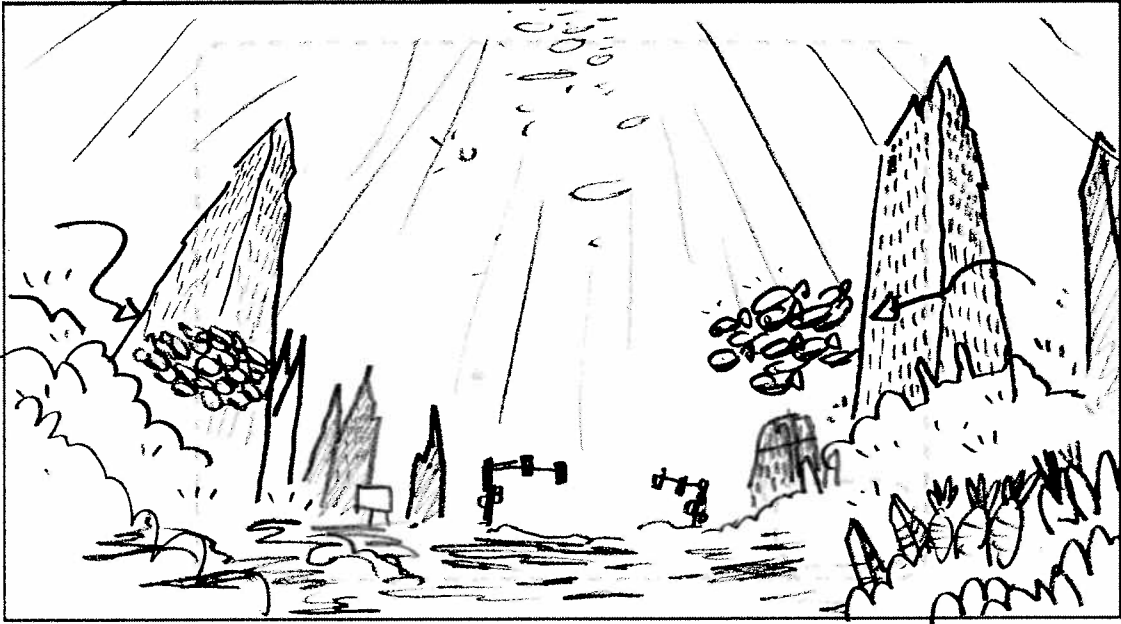
Production :

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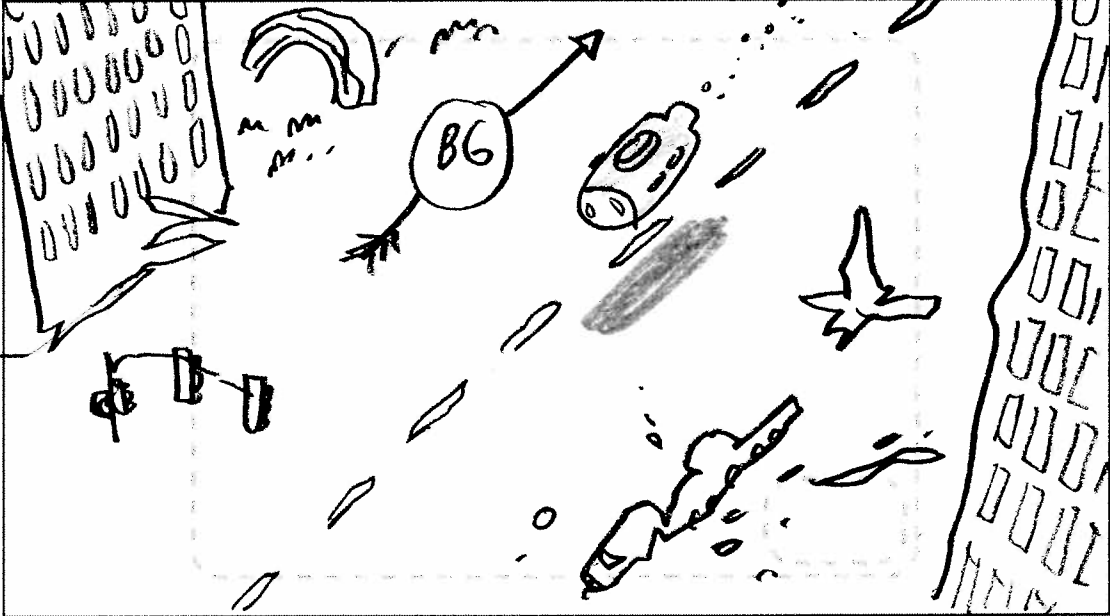
# ADVENTURE TIME



Sc. 103 Pnl. A Bg. day night



Sc. 104 Pnl. A Bg. day night



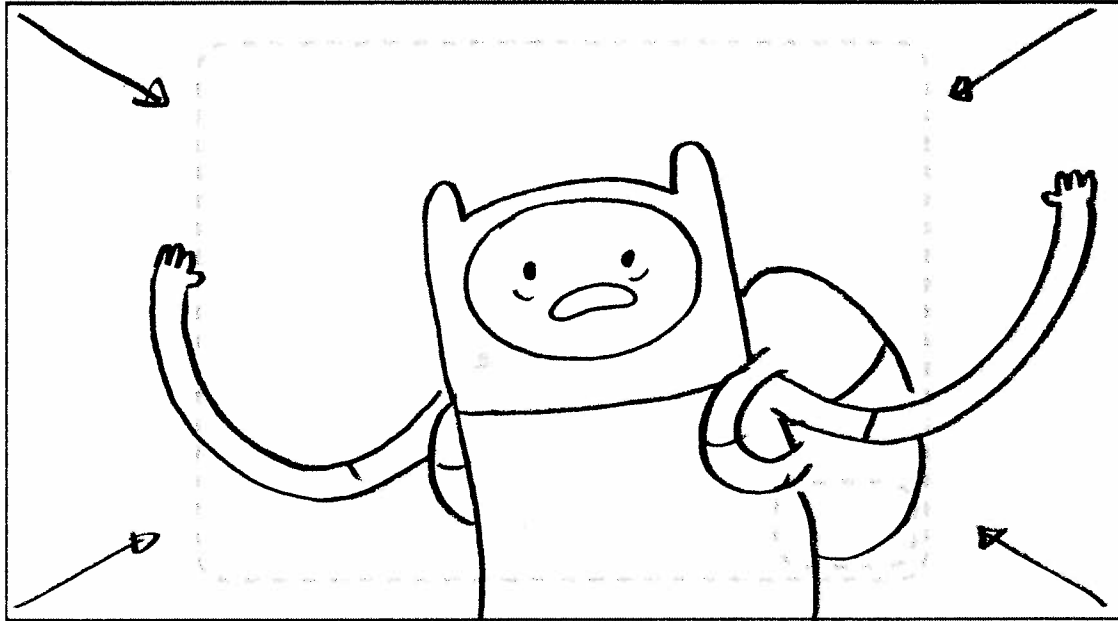
Dialog:
Action:
Timing:

EPISODE #  
Production #

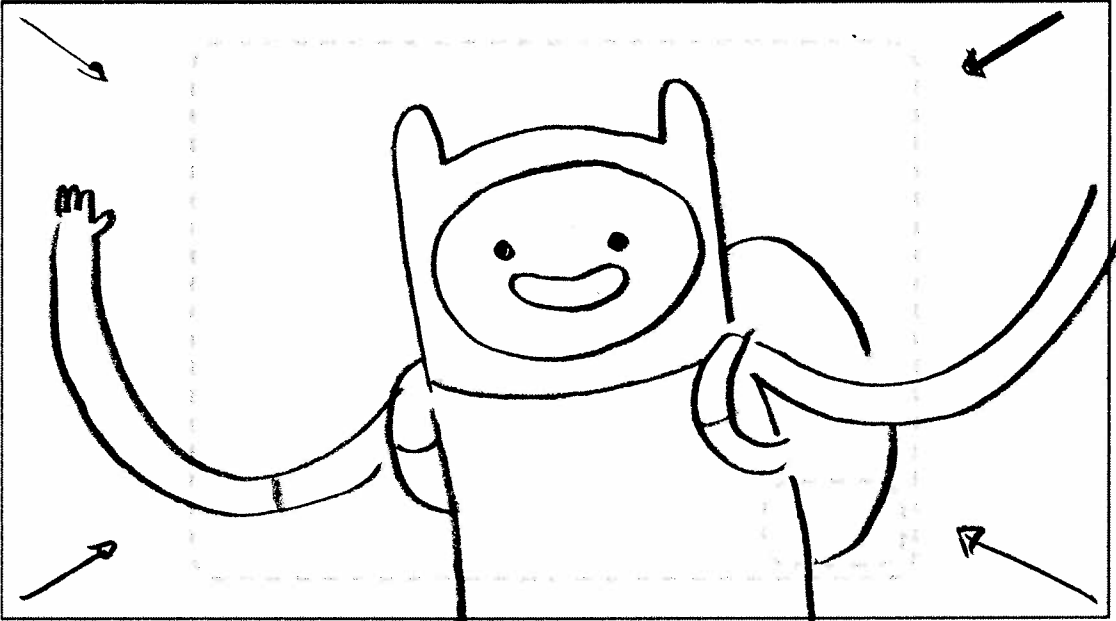
# ADVENTURE TIME



Sc. 105 Pnl. A Bg. day night



Sc. 105 Pnl. B Bg. day night



Dialog:	JAKE (O/S) - SEE DUDE, THE OCEAN IS BEAUTIFUL,	JAKE- THERE'S NO REASON TO BE AFRAID OF THINGS THAT ARE BEAUTIFUL.
Action:	(SLOW TRUCK IN)	
Timing:		

EPISODE #

Production :

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ADVENTURE TIME



Sc. 105 Pnl. C Bg. day night

Sc. 106 Pnl. A Bg. day night

Dialog:
FINN- HEY, THIS ISN'T THAT BAD-- JAKE- HEY LOOK, A BLACK ABYSS!
Action:
Timing:

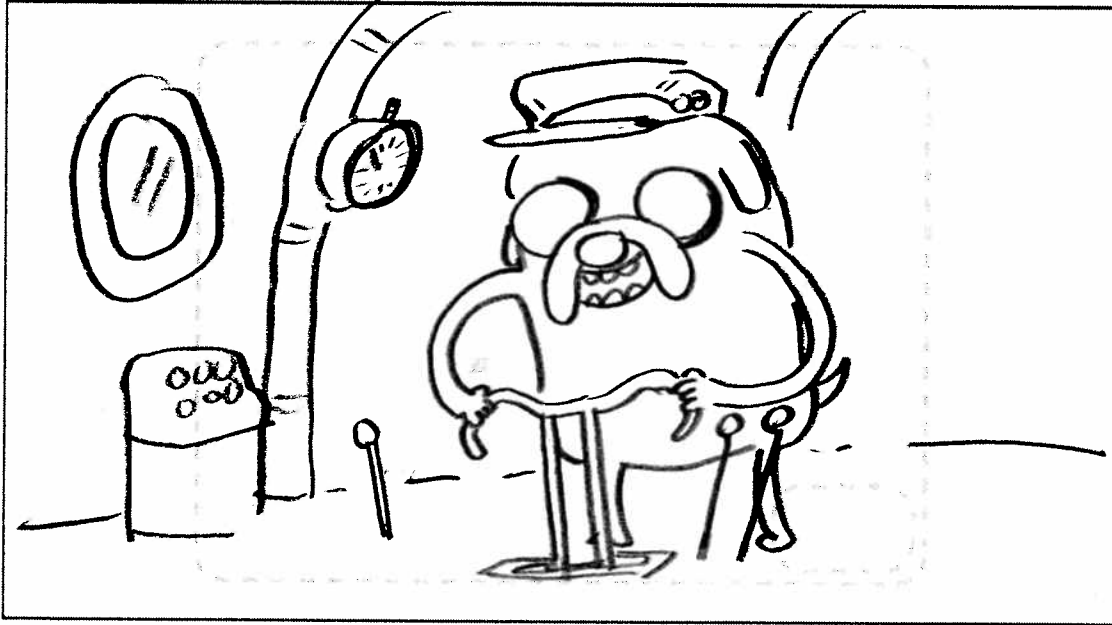
EPISODE #  
  
Production :

# ADVENTURE TIME

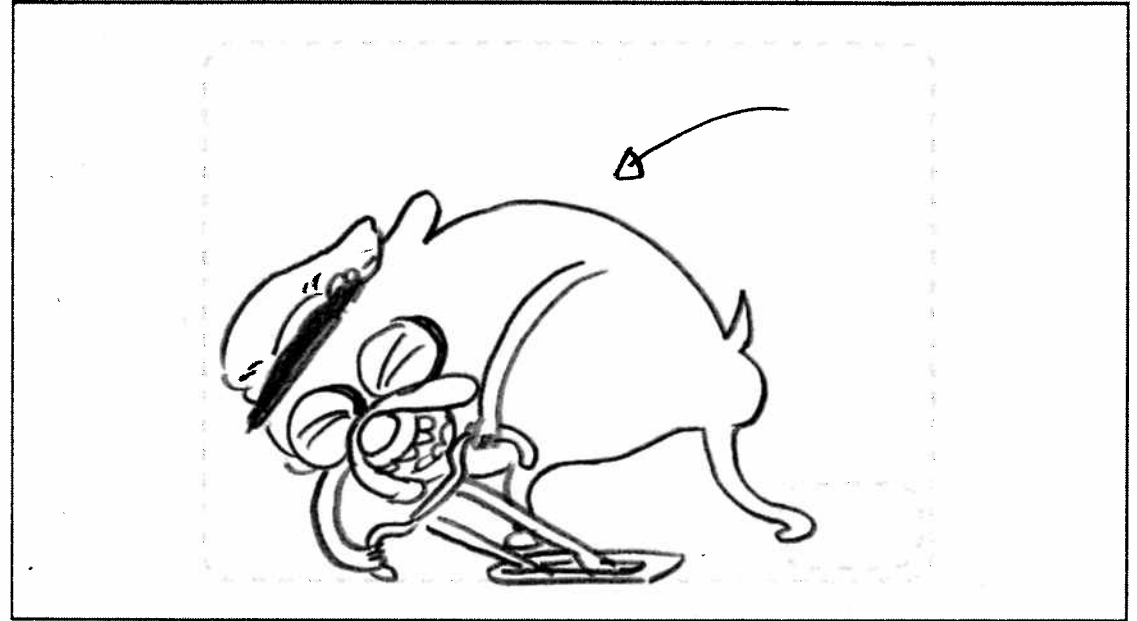


Page 130

Sc. 107 Pnl. A Bg. day night



Sc. 107 Pnl. B Bg. day night



Dialog:

JAKE- LET'S GO CHECK IT OUT!

Action:

Timing:

EPISODE #

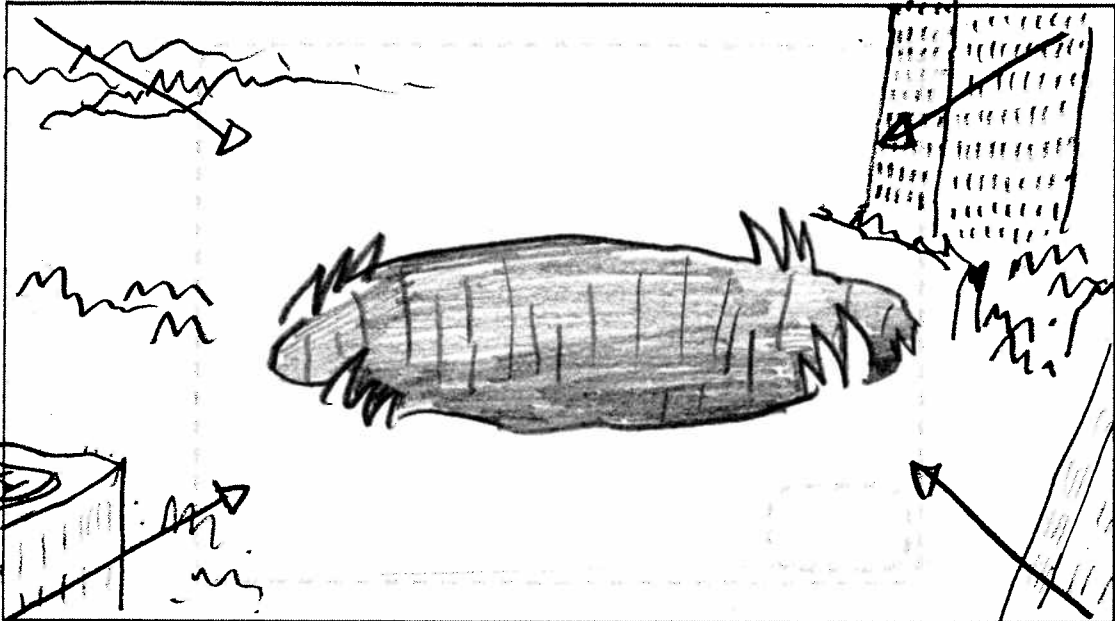
Production :



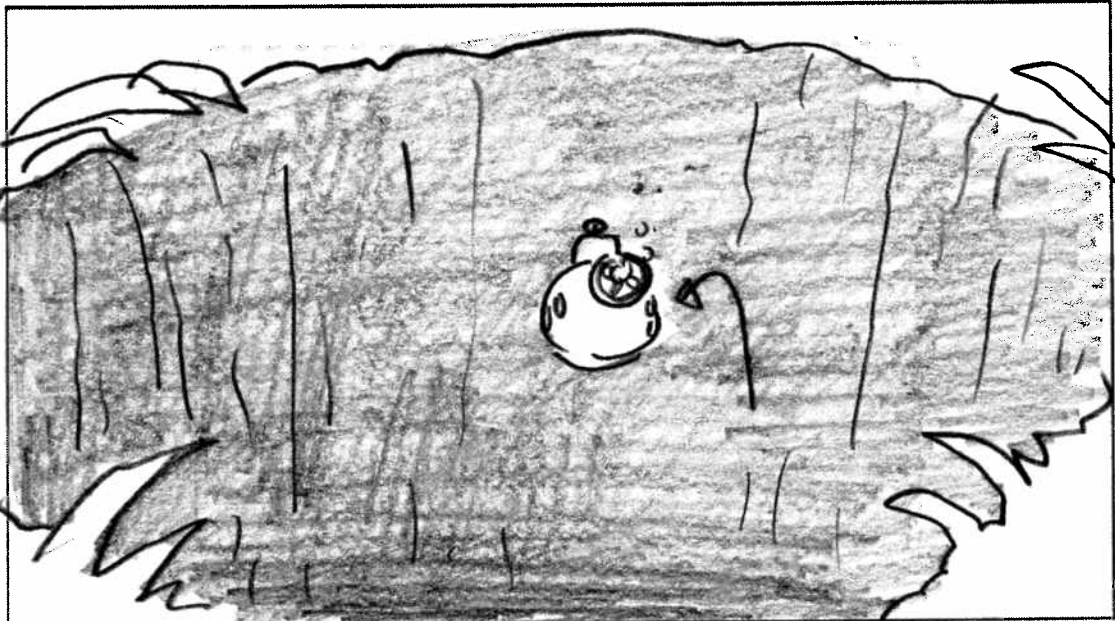
ADVENTURE TIME



Sc. 108 Pnl. A Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog:	
Action:	(TRUCK INTO BLACK ABYSS!) SUB GOES RIGHT PAST CAM
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME



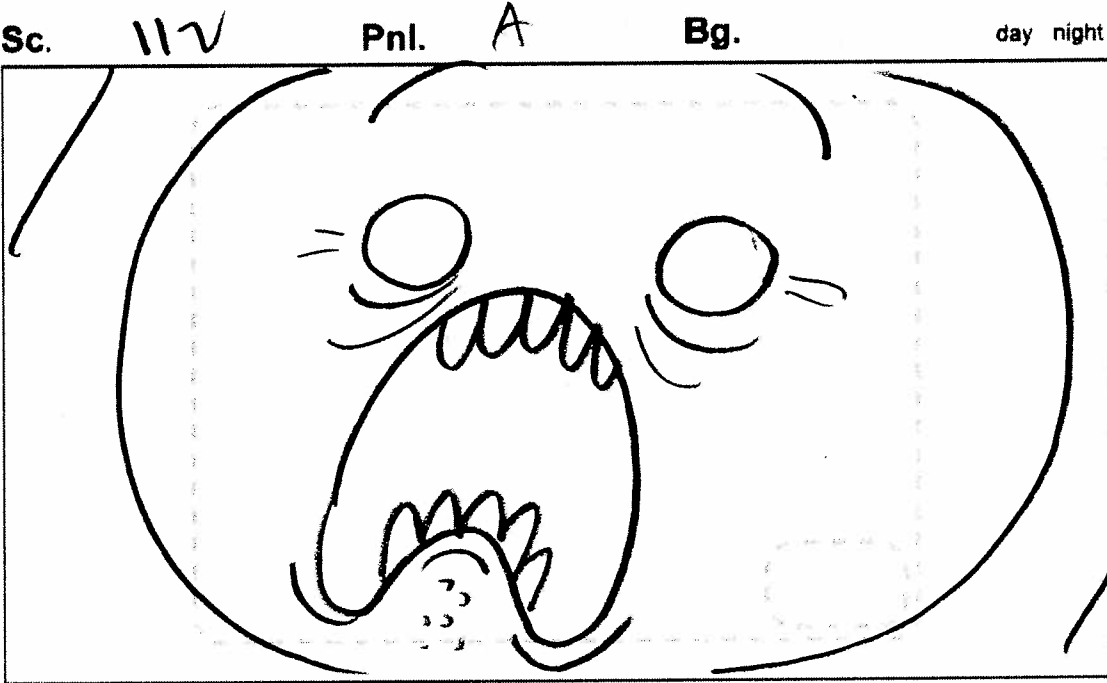
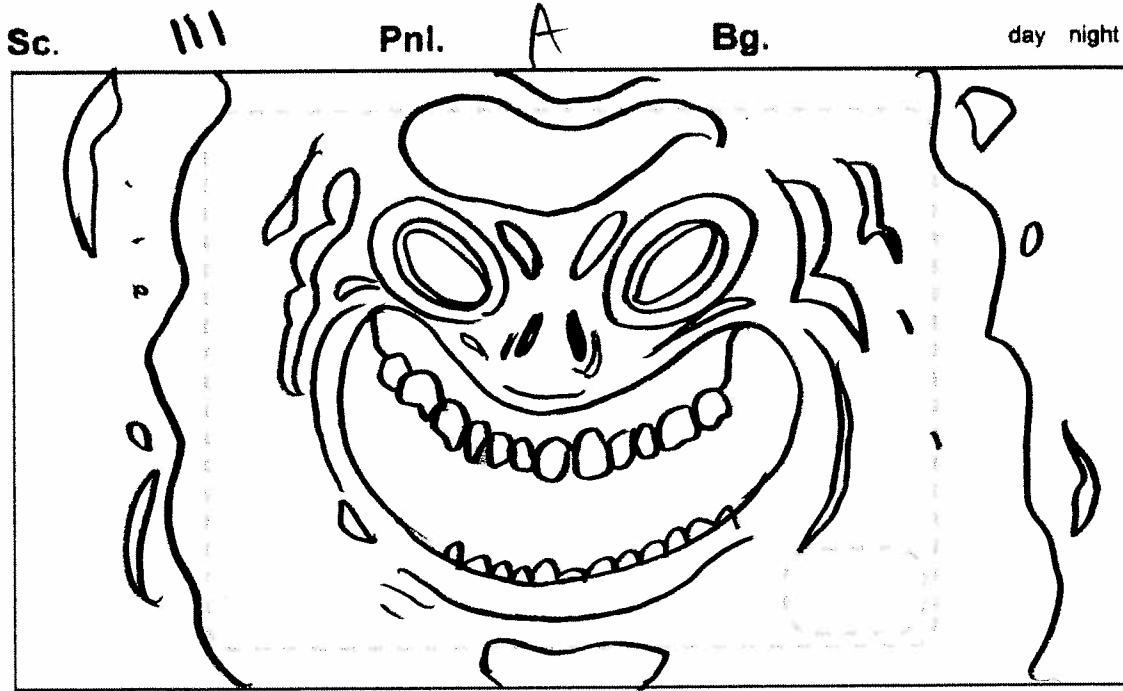
Sc. 110 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:	(shake head scared)(quick)
FINN-	WHA??
Action:	
Timing:	

EPISODE #  
  
Production :

ADVENTURE TIME



Dialog:

BLACK FEAR - EVIL LAUGH

FINN - NOOOOOO!

Action:

BLACK FEAR'S FACE MORPHS ONTO SCREEN.

Timing:

EPISODE #

Production :

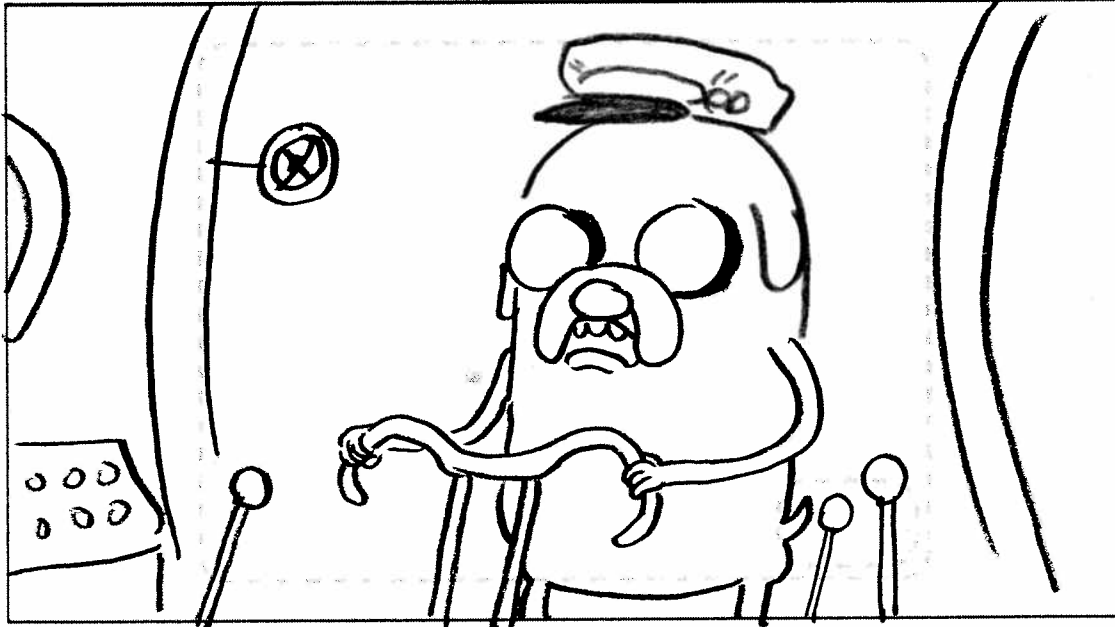
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# ADVENTURE TIME

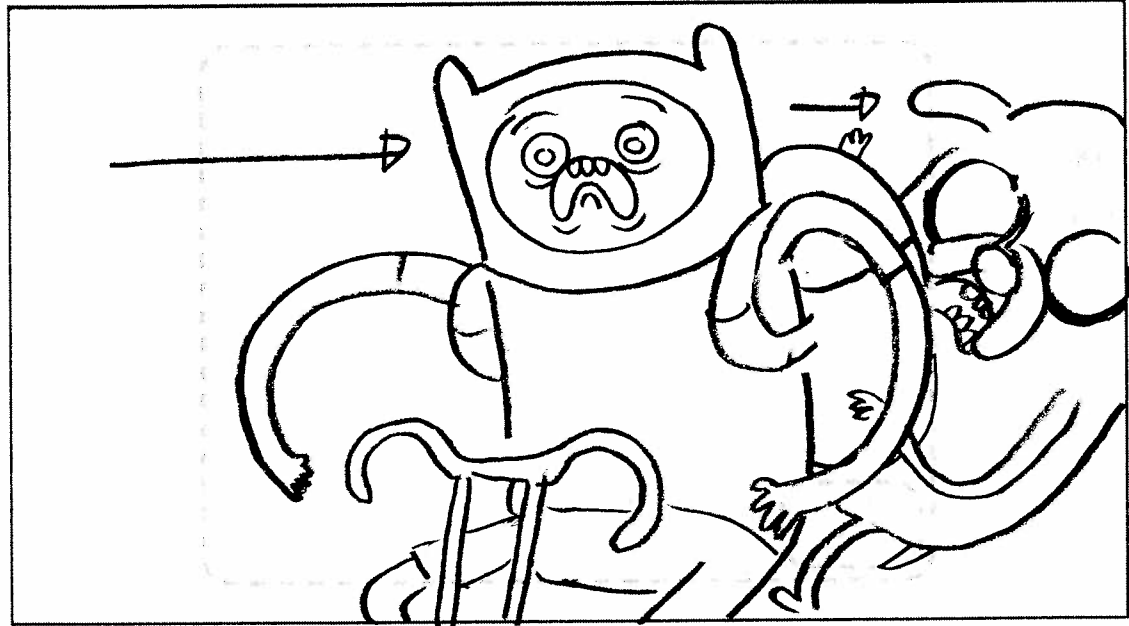


Page 139

Sc. 113 Pnl. A Bg. day night



Sc. 113 Pnl. B Bg. day night



Dialog:

JAKE - DUDE STAY COOL,  
REMEMBER WHAT YOU --

Action:

Timing:

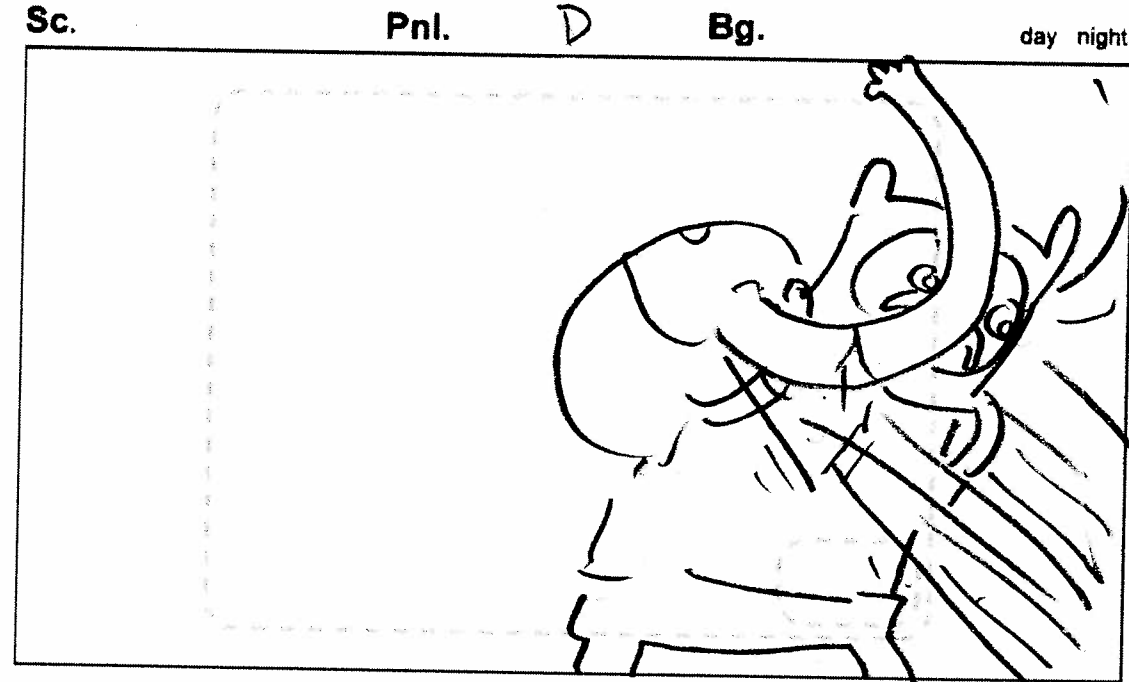
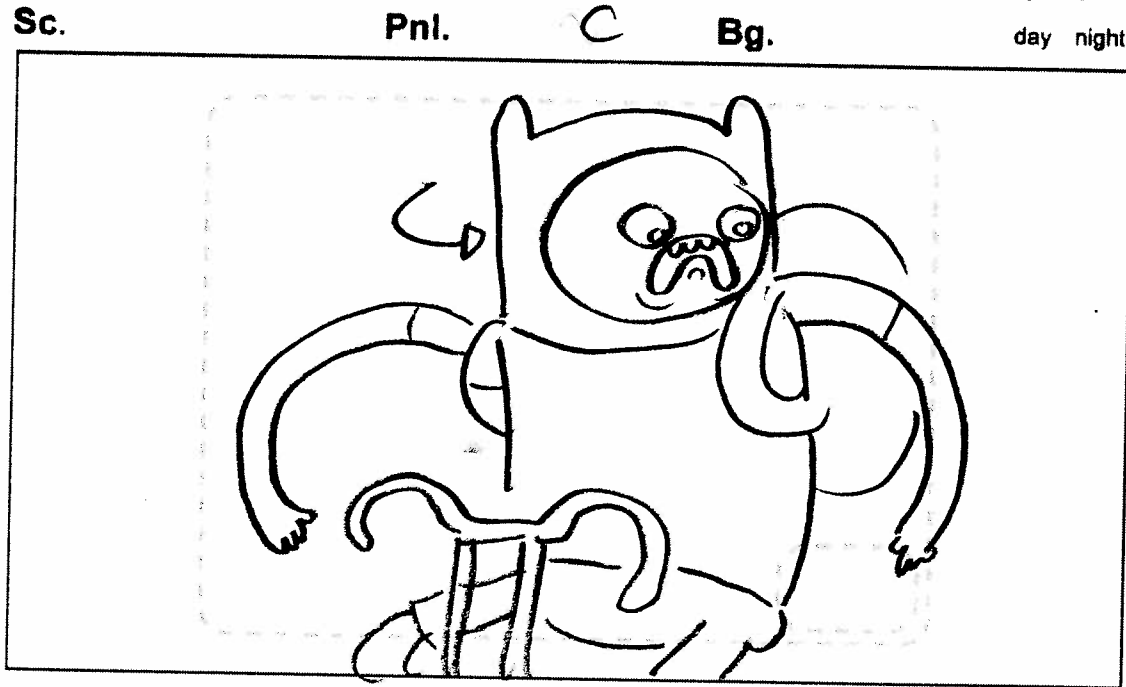
EPISODE #

Production :

# ADVENTURE TIME



Page 140



Dialog:	(015) JAKE - AH! DUDE YOU SWORE!
Action:	(TURN, LOOK AT JAKE) (FINN - HITS JAKE REPEATEDLY)
Timing:	

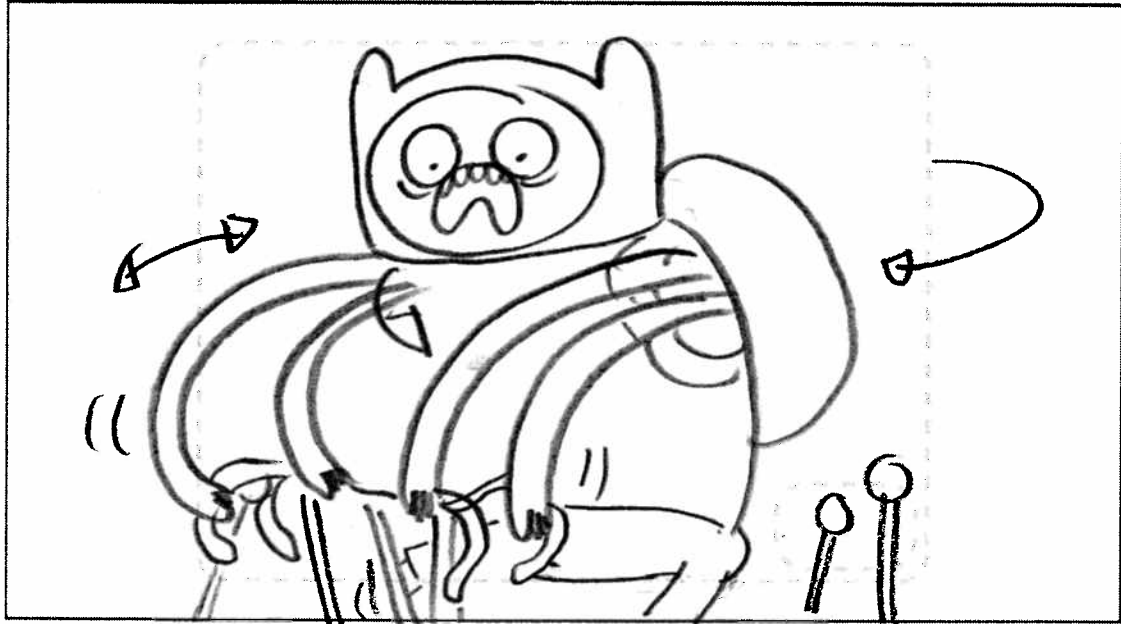
EPISODE #

Production :

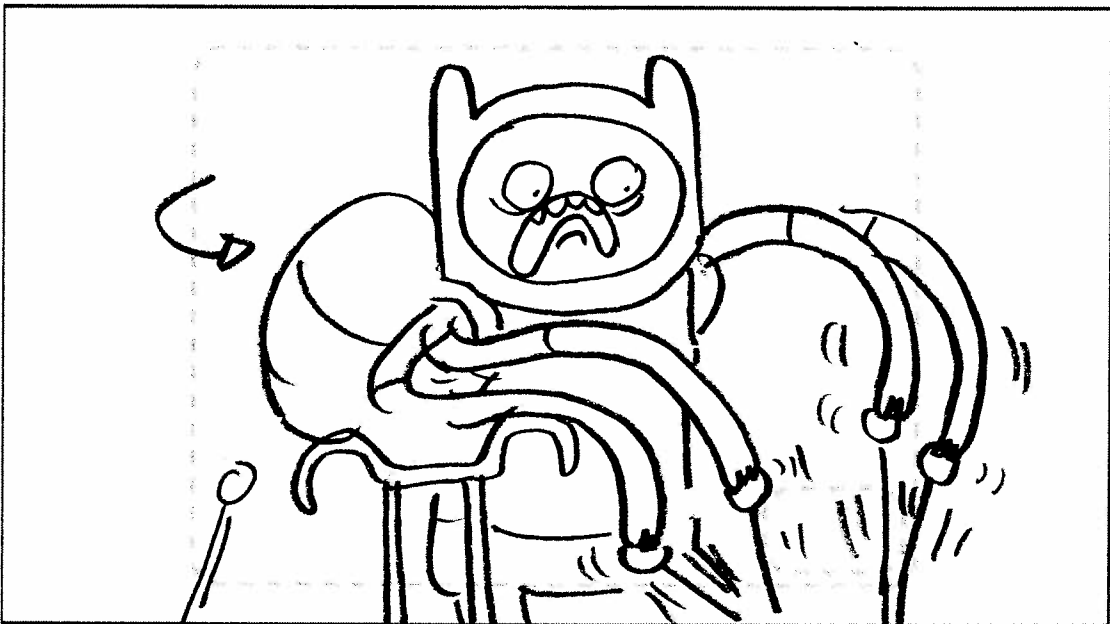
# ADVENTURE TIME



Sc. Pnl. E Bg. day night



Sc. Pnl. F Bg. day night



Dialog:	JAKE - (O/S) NO DUDE DONT!
Action:	
Timing:	

EPISODE #  
  
Production :

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# ADVENTURE TIME



Page 142

Sc.

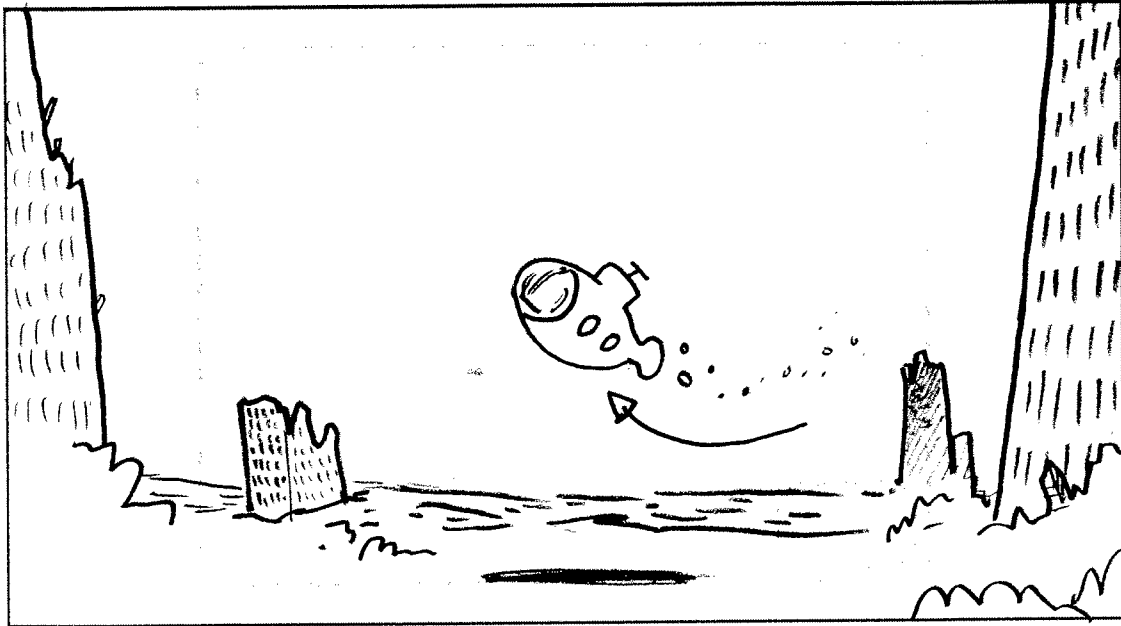
114

Pnl.

A

Bg.

day night



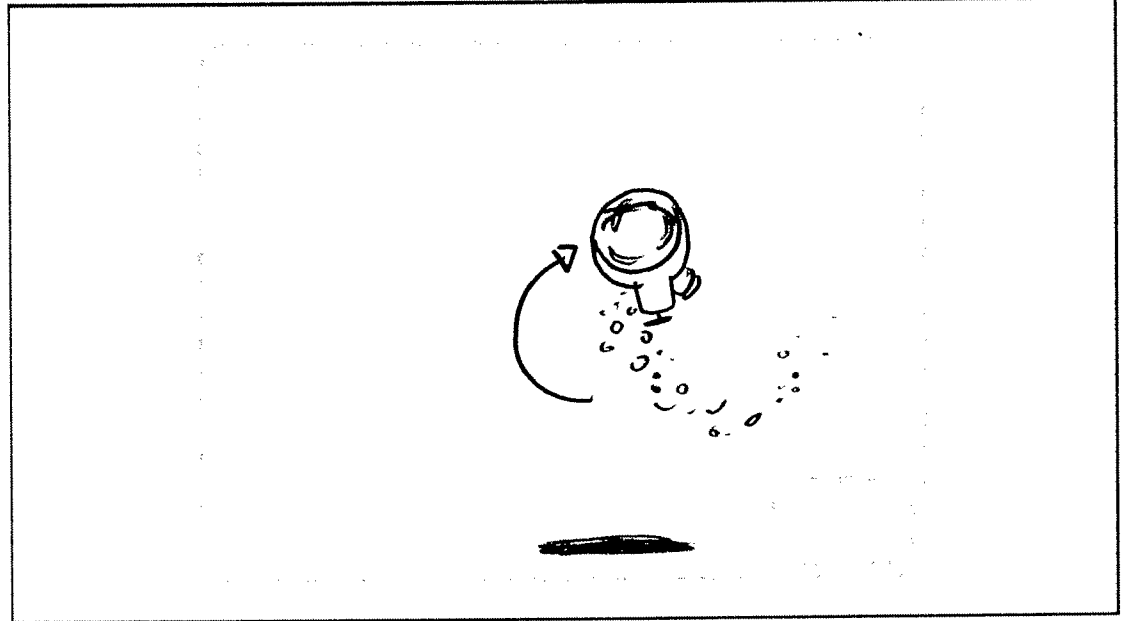
Sc.

Pnl.

B

Bg.

day night



Dialog:

JAKE- WHOA!

Action:

(SUB DOES A  
BARREL ROLL)

Timing:

EPISODE #

Production :

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# ADVENTURE TIME



Sc. 114 Pnl. C Bg. day night

Sc. 114 Pnl. D Bg. day night

Dialog:
Action:
Timing:

EPISODE #  
Production :

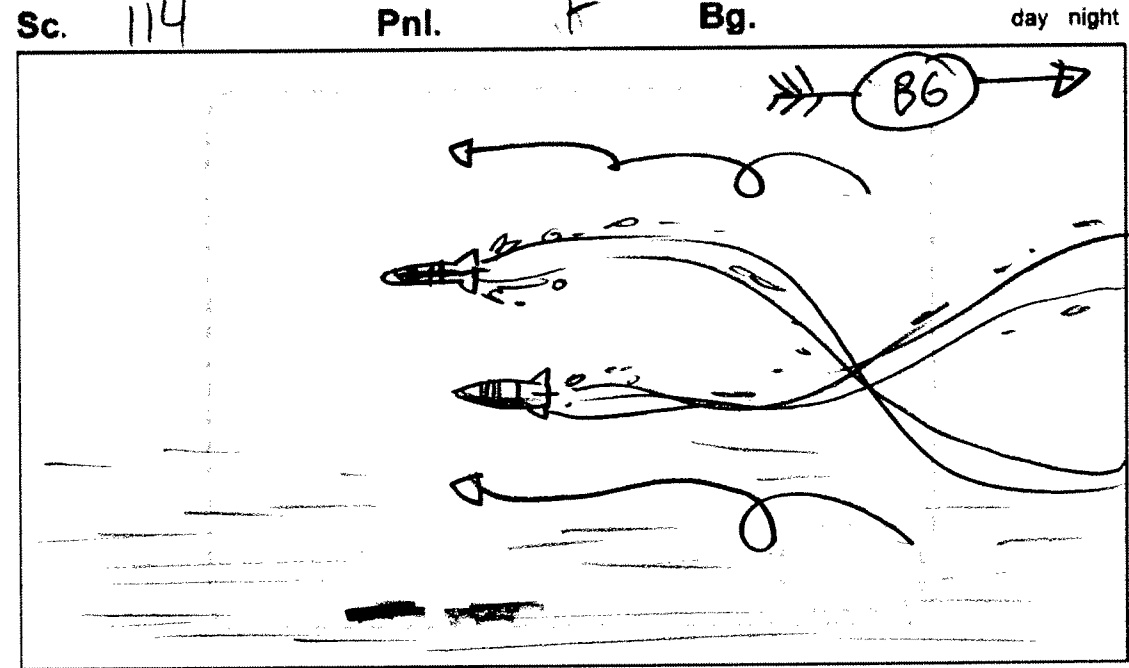
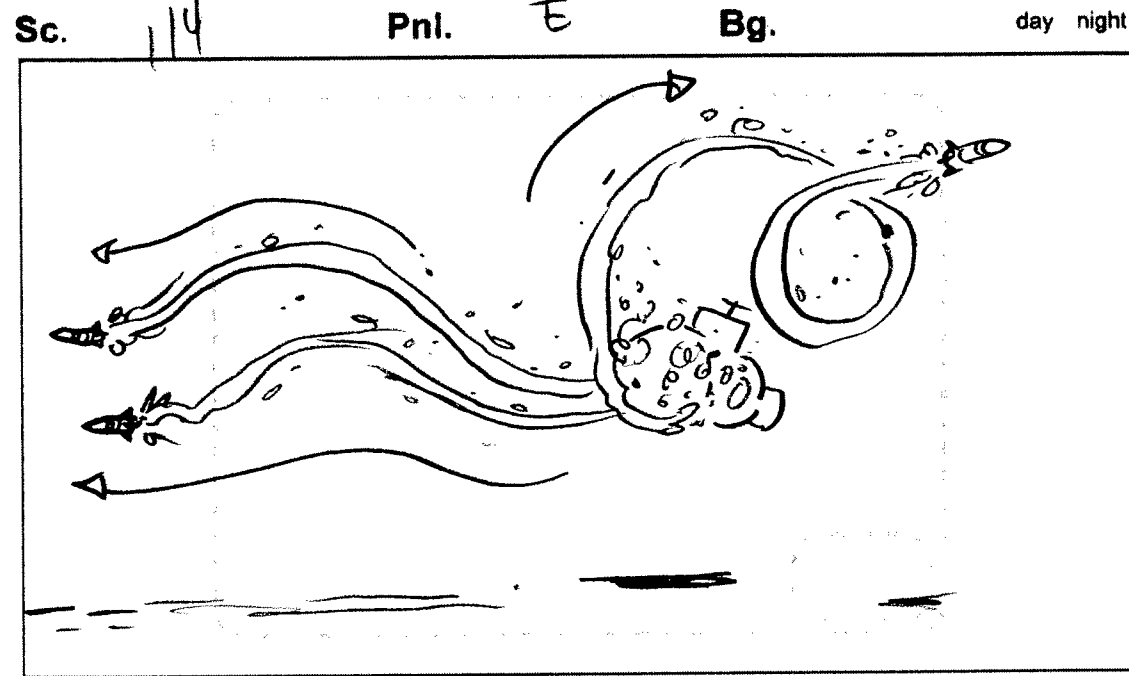


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# ADVENTURE TIME



Page 144



Dialog:

Action:

(MISSILES SHOOT OFF)

(MISSILES STREAK IRRADICALLY)

Timing:

EPISODE #

Production :

# ADVENTURE TIME



Page 145

Sc.

114

Pnl.

G

Bg.

day night



Sc.

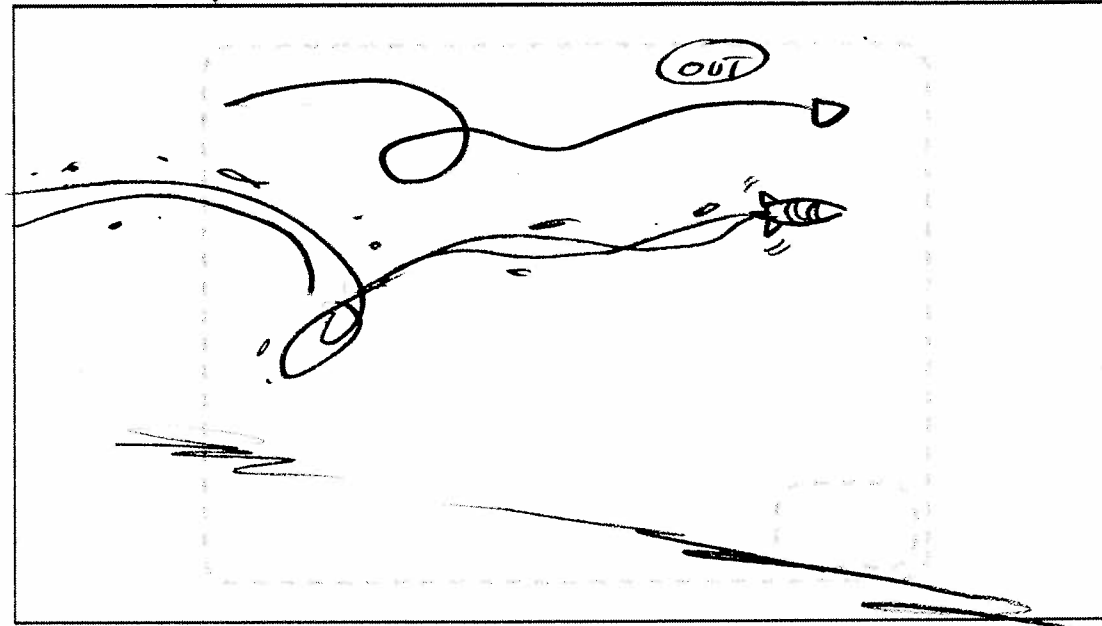
115

Pnl.

A

Bg.

day night



Dialog:

SFX: BOOM BOOM

Action:

(MISSILES HIT BUILDINGS)  
(WINDOWS SHATTER OUT FROM BLAST)

(OTHER MISSILE SHOTS THROUGH  
SCREEN)

Timing:

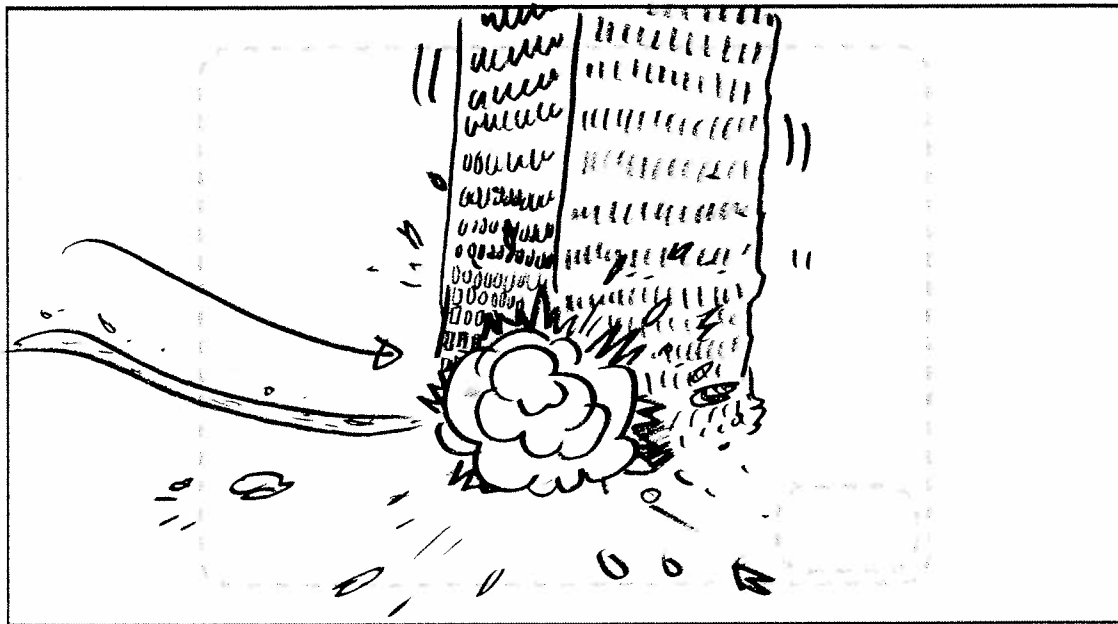
EPISODE #

Production :

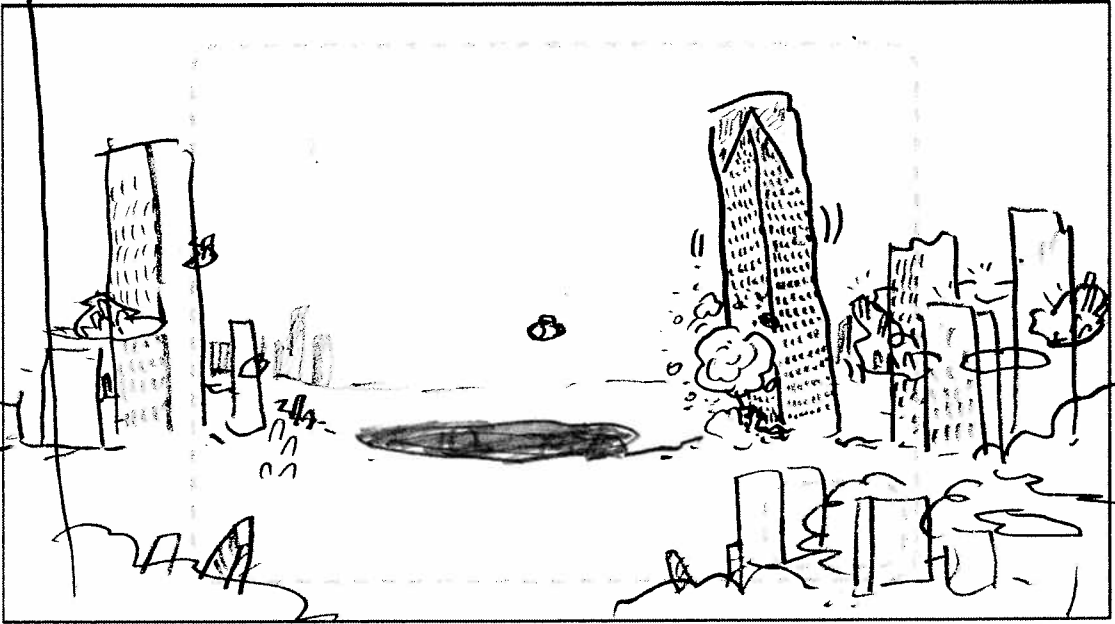
# ADVENTURE TIME



Sc. 115 Pnl. B Bg. day night



Sc. 116 Pnl. A Bg. day night



Dialog:
SFX: BOOM
Action:
(BUILDING SHAKES)
Timing:

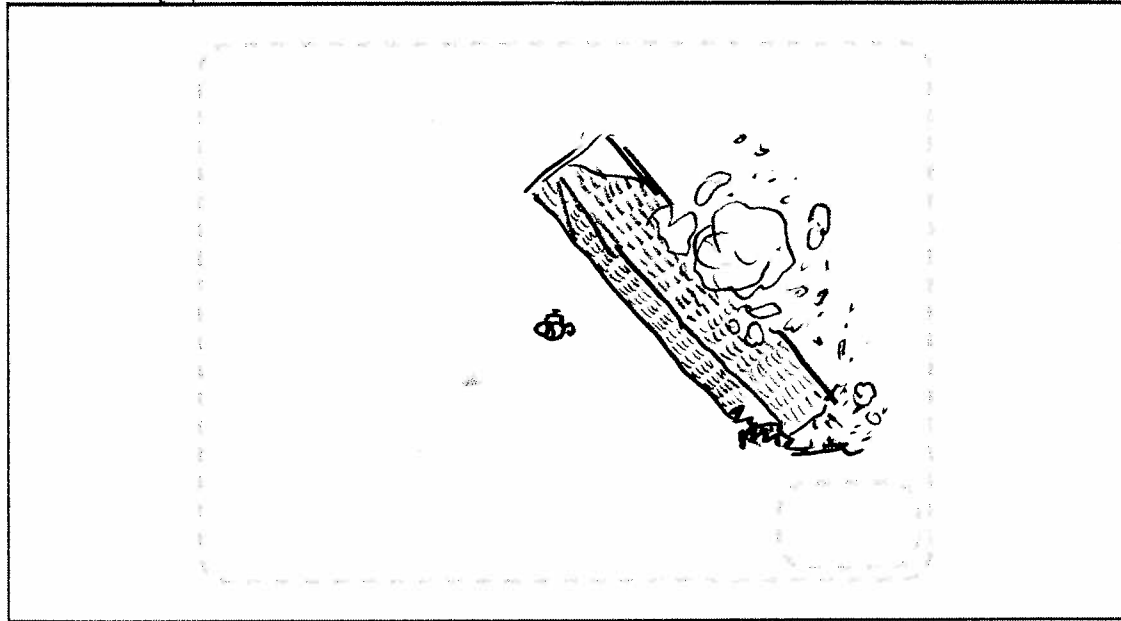
EPISODE #

Production :

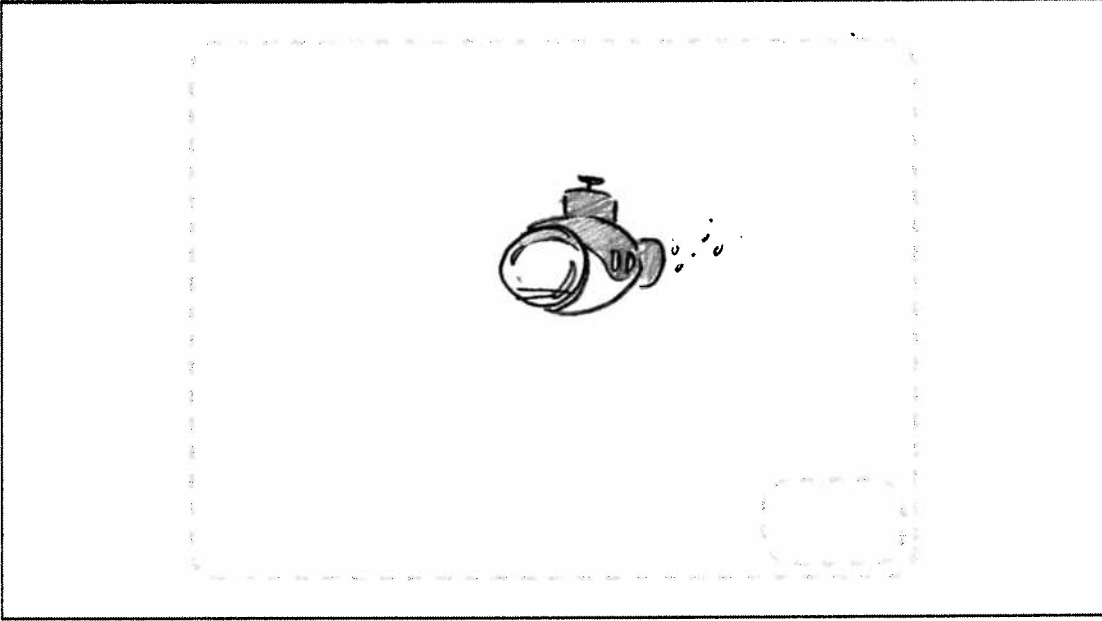
# ADVENTURE TIME



Sc. 116 Pnl. B Bg. day night



Sc. 117 Pnl. A Bg. day night

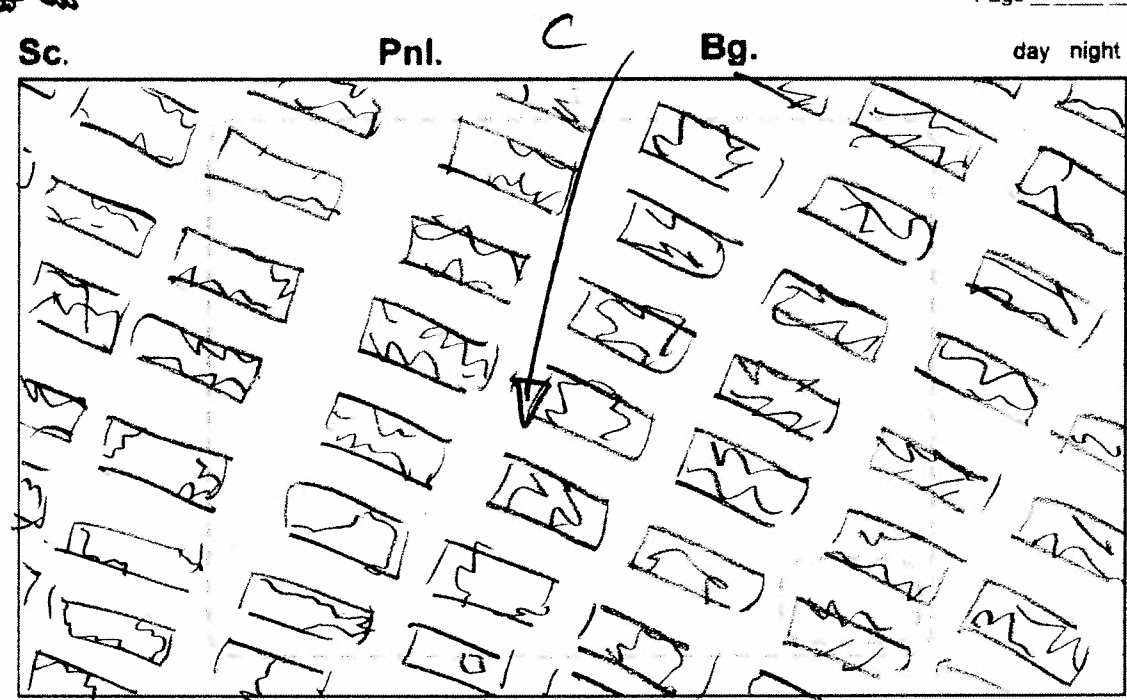
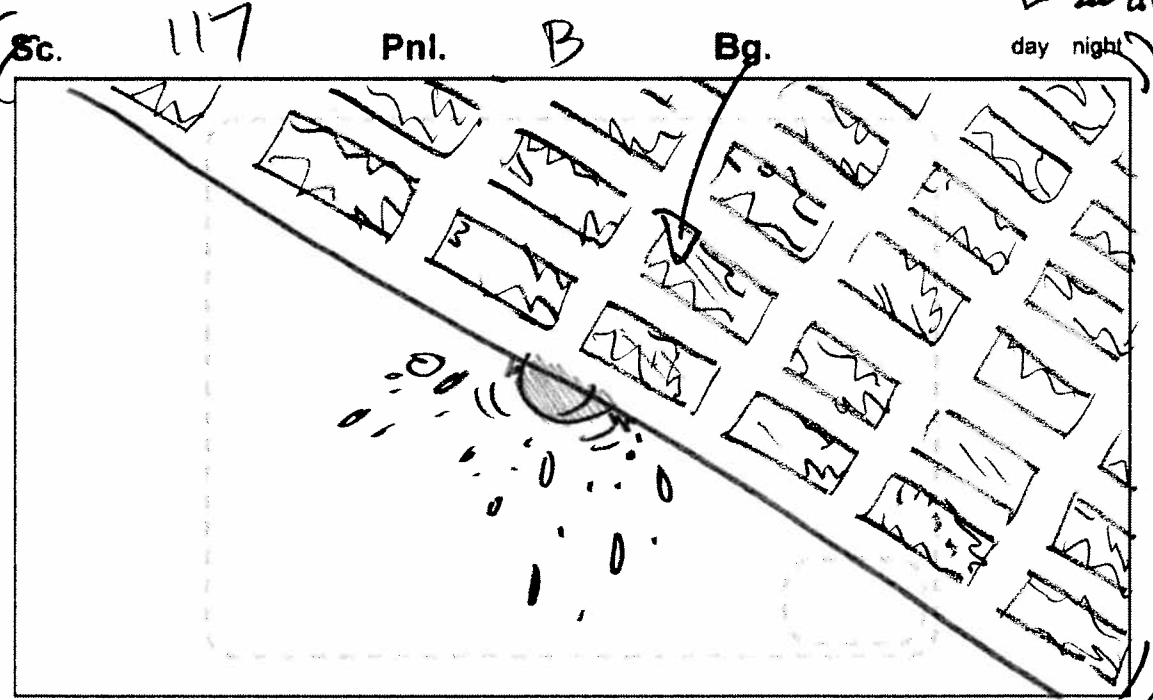


Dialog:	
Action:	(SHADOW FALLS OVER SUB)
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Dialog:

SMASH

Action:

(CAM SHAKE) (BUILDING SMASHES INTO SUB)

(SFX: OFFICE BUILDING GETTING THRASHED)

Timing:

EPISODE #

Production :

ADVENTURE TIME

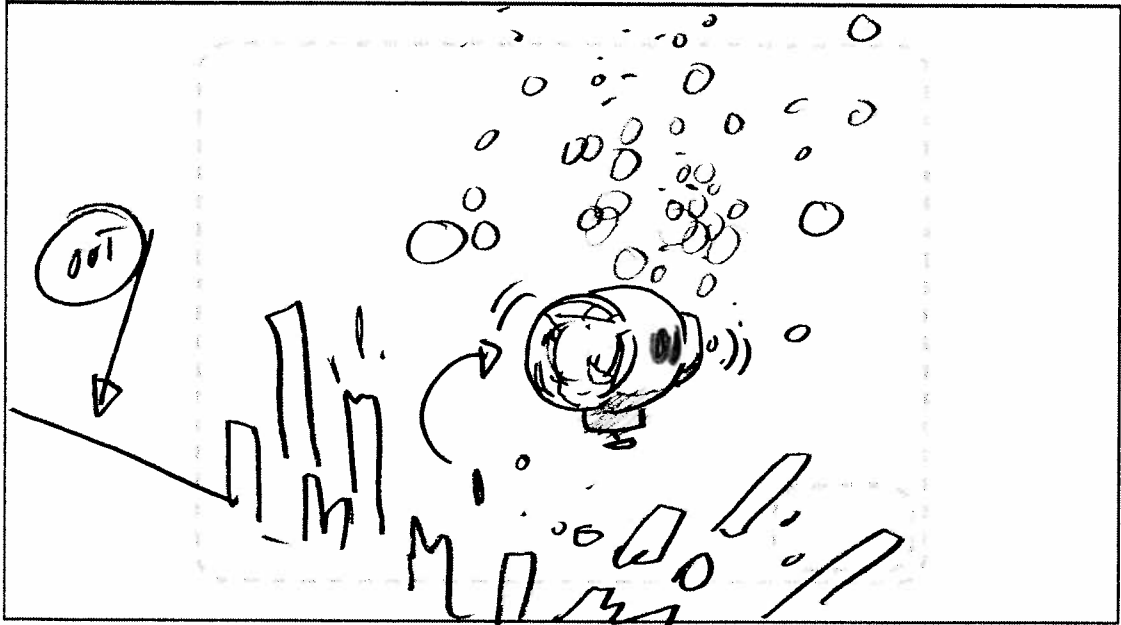


Sc. 117

Pnl. D

Bg.

day night

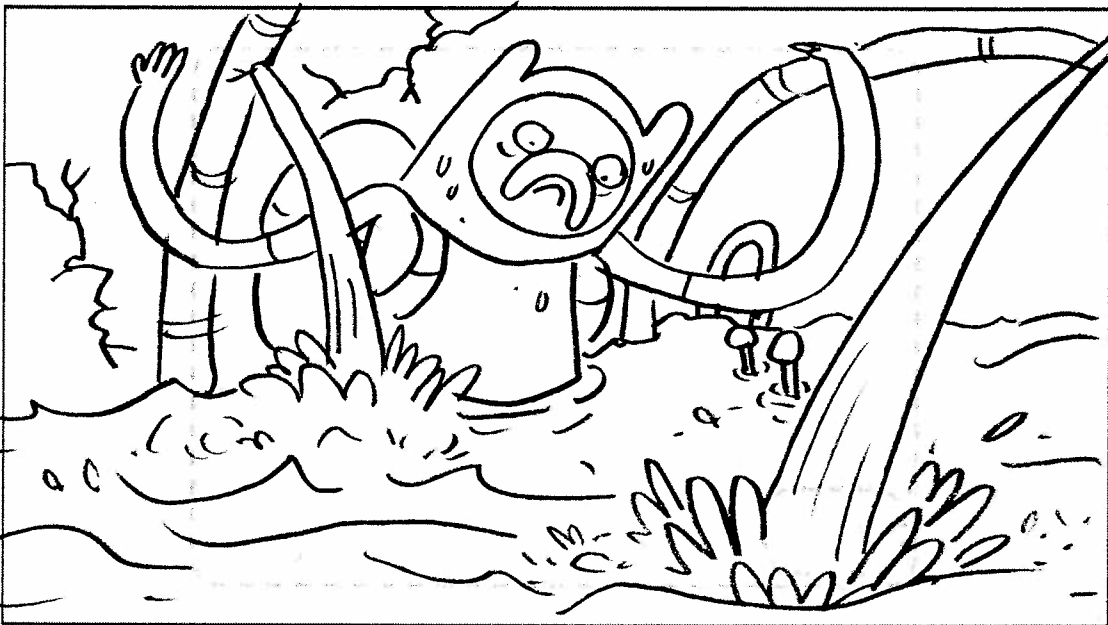


Sc. 118

Pnl. A

Bg.

day night



Dialog:	FINN - HYPERVENTALATING (SFX: BUZZER)
Action:	(SUB COMES OUT OTHER SIDE OF BUILDING) (EMERGENCY LIGHTS FLASH) (WATER POURING IN)
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME



Page 150

Sc. 118

Pnl.

Bg.

day night

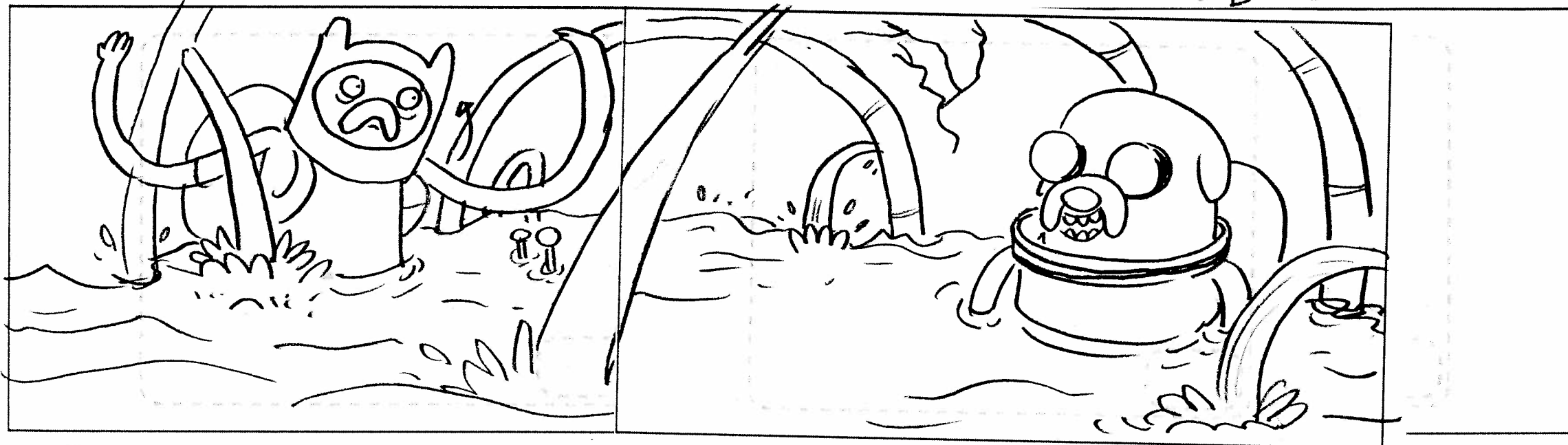
Sc.

Pnl.

~~B~~ B

Bg.

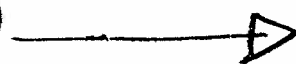
day night



Dialog:  
START



ADJ



JAKE (015) - DONT WORRY DUDE, EVERY THINGS COOL.

J - THIS IS THE PERFECT  
SEGWAY INTO LEVEL 5. (END)

Action:

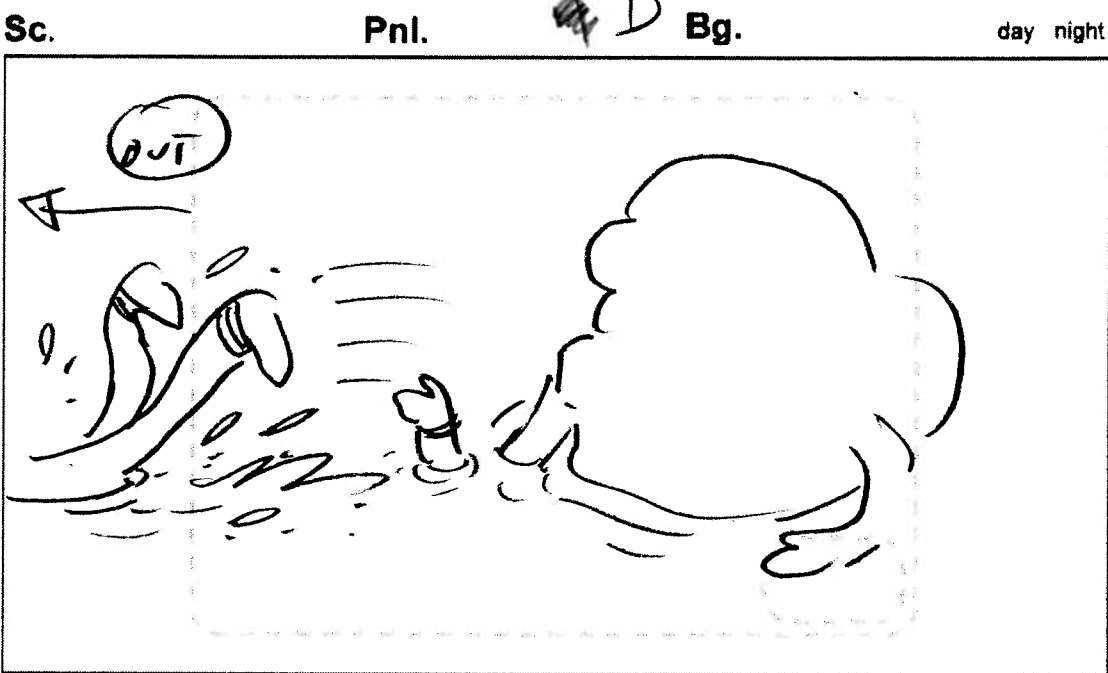
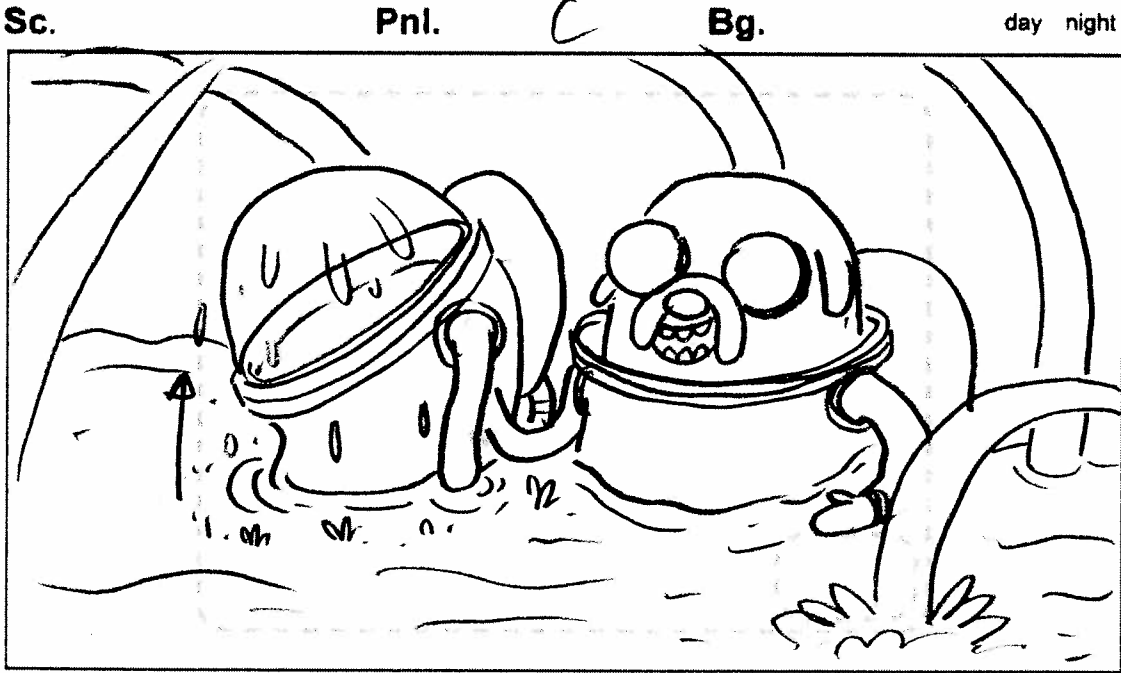
ADJUST OVER AFTER  
JAKES 1ST LINE

Timing:

EPISODE #

Production :

ADVENTURE TIME



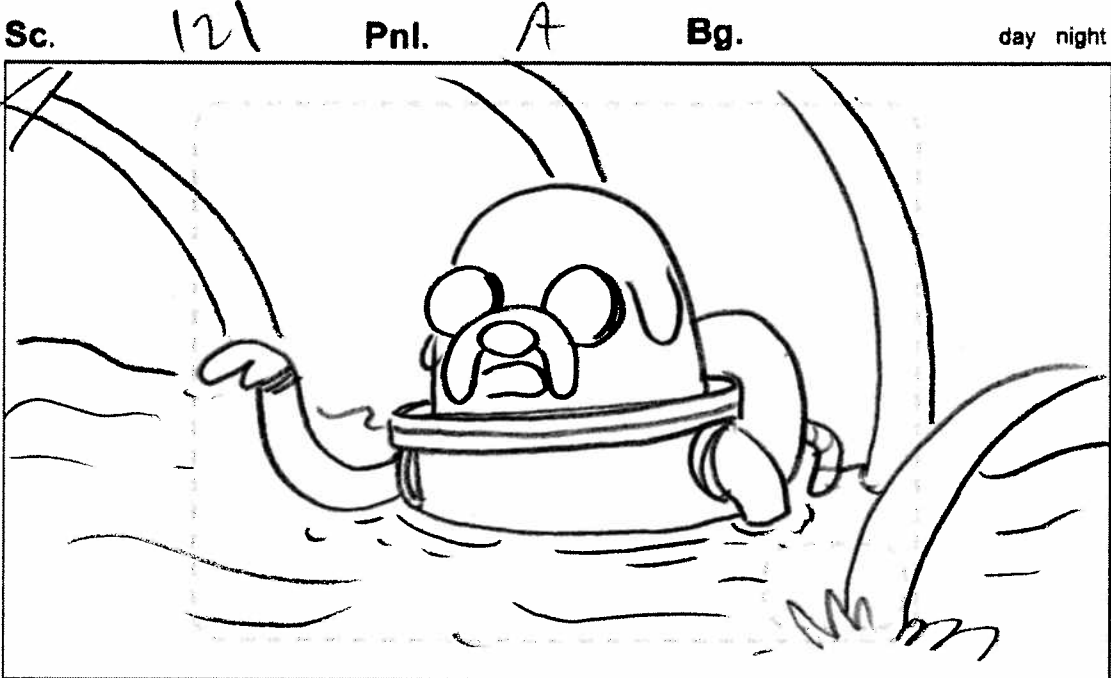
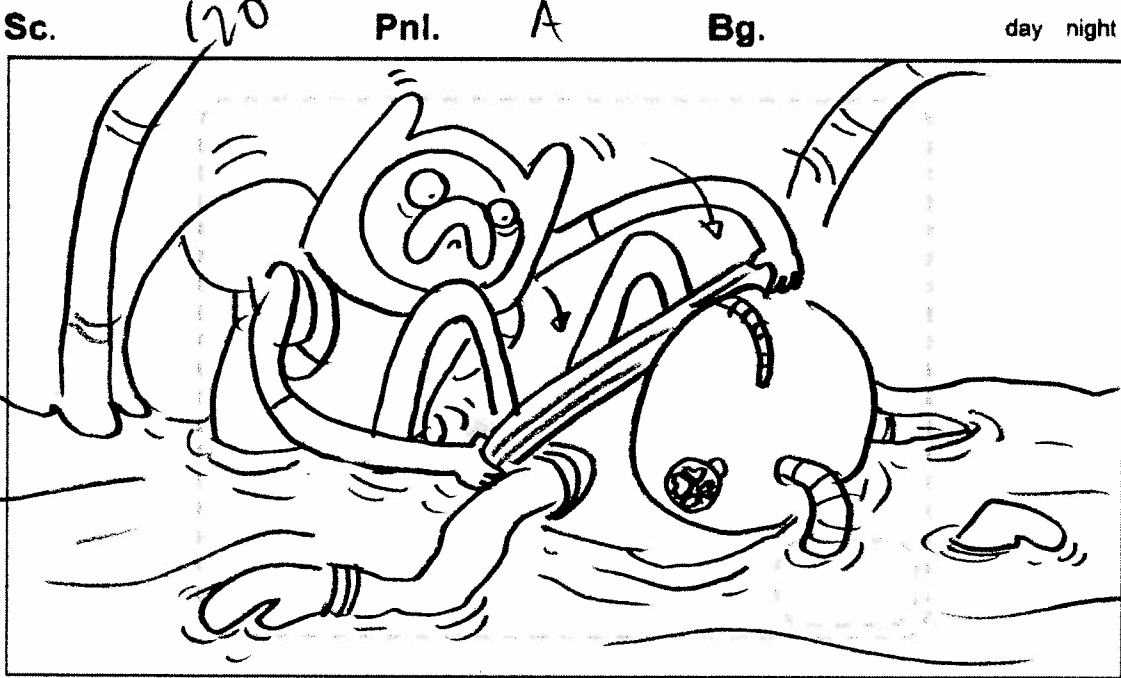
Dialog:	JAKE - PUT THIS ON.
Action:	(FINN GRABS SUIT FROM JAKE QUICK)
Timing:	

EPISODE #  
Production :



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ADVENTURE TIME



Dialog:	JAKE- JUST MAKE SURE YOU DONT PULL THE EMERGENCY TAB-
Action:	(FINN SCRAMBLES TO PUT SUIT ON)
Timing:	

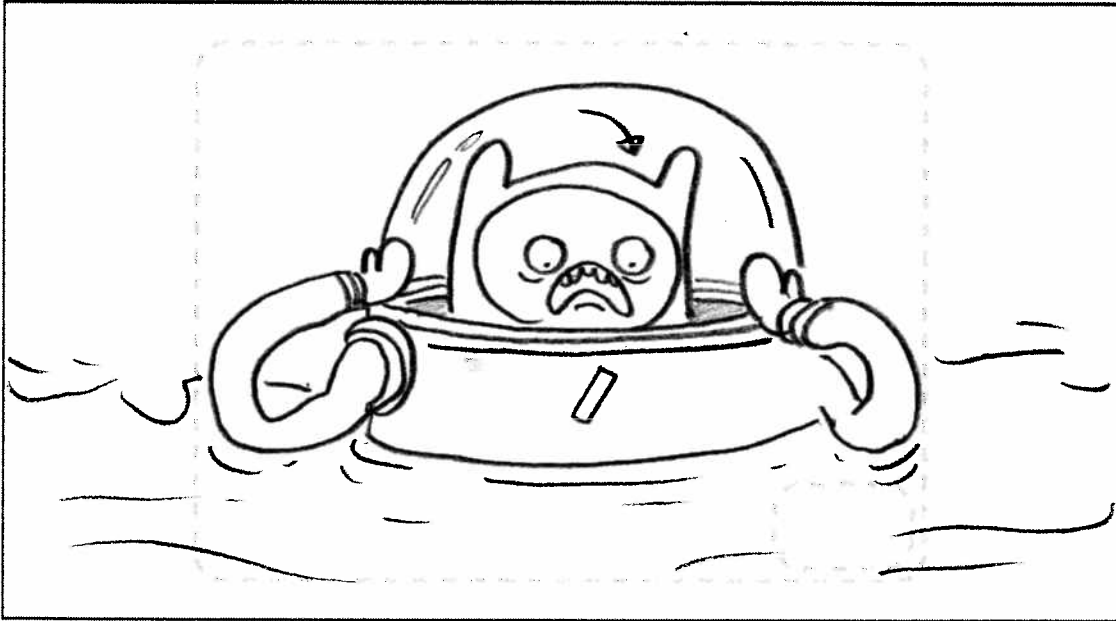
EPISODE #

Production :

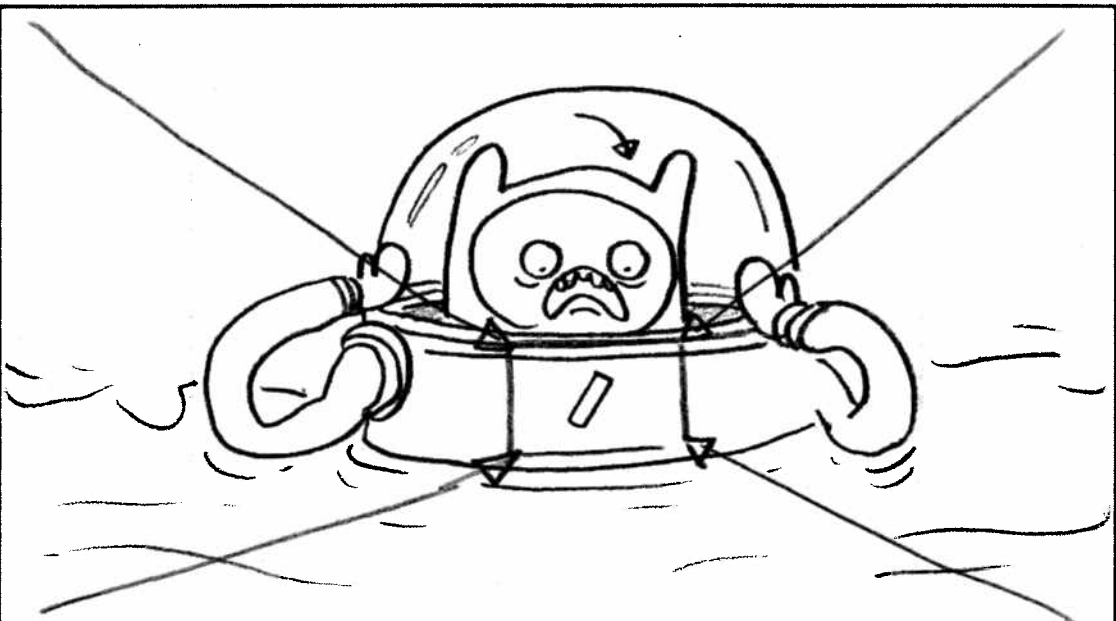
# ADVENTURE TIME



Sc. 122 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action: (FINN LOOKS DOWN AT TAB) (TRUCK IN)
Timing:

EPISODE #  
Production :

# ADVENTURE TIME



Sc. 122 Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

Dialog:

Dialog:  
JAKE (OIS) - NO DUDE! I SAID DONT --

Action:

Timing:

EPISODE #

Production :

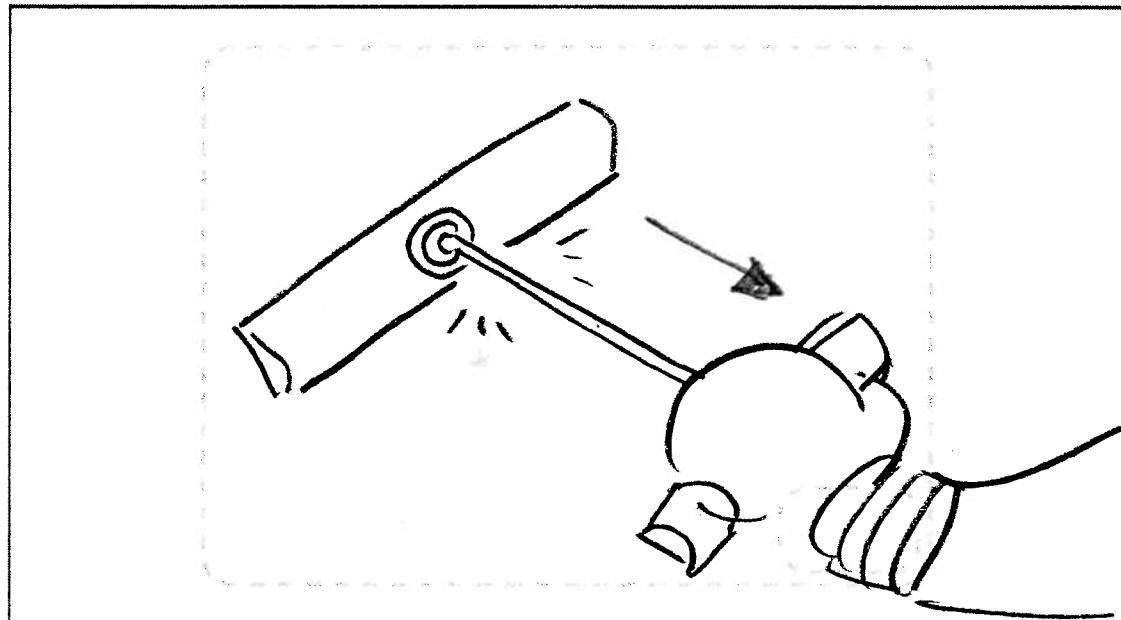
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# ADVENTURE TIME

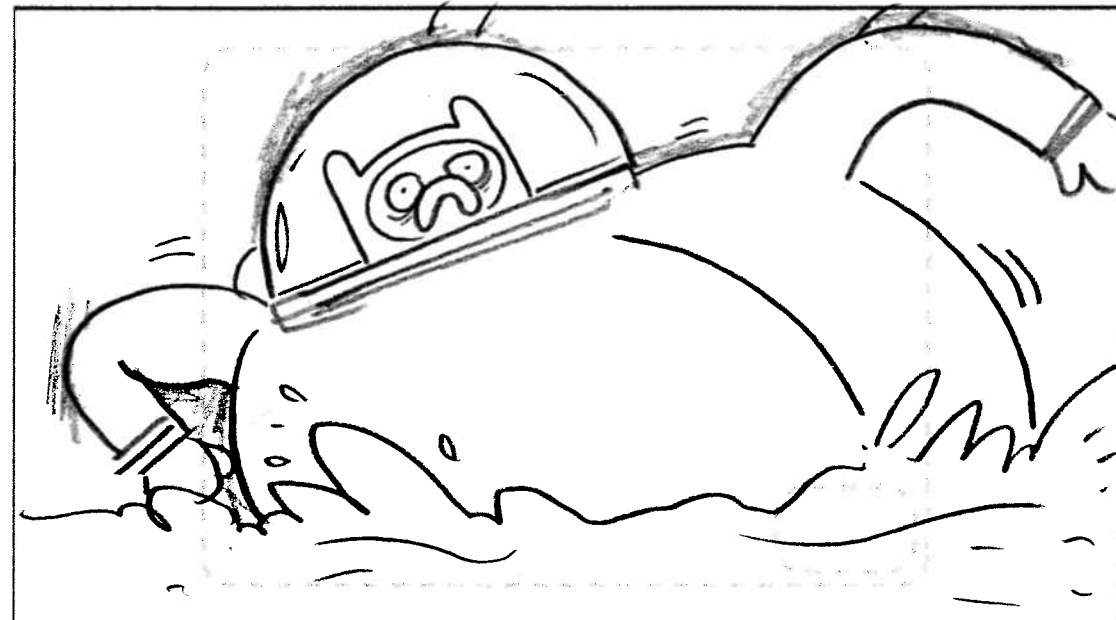


Page 155

Sc. 122 Pnl. E Bg. day night



Sc. 123 Pnl. A Bg. day night



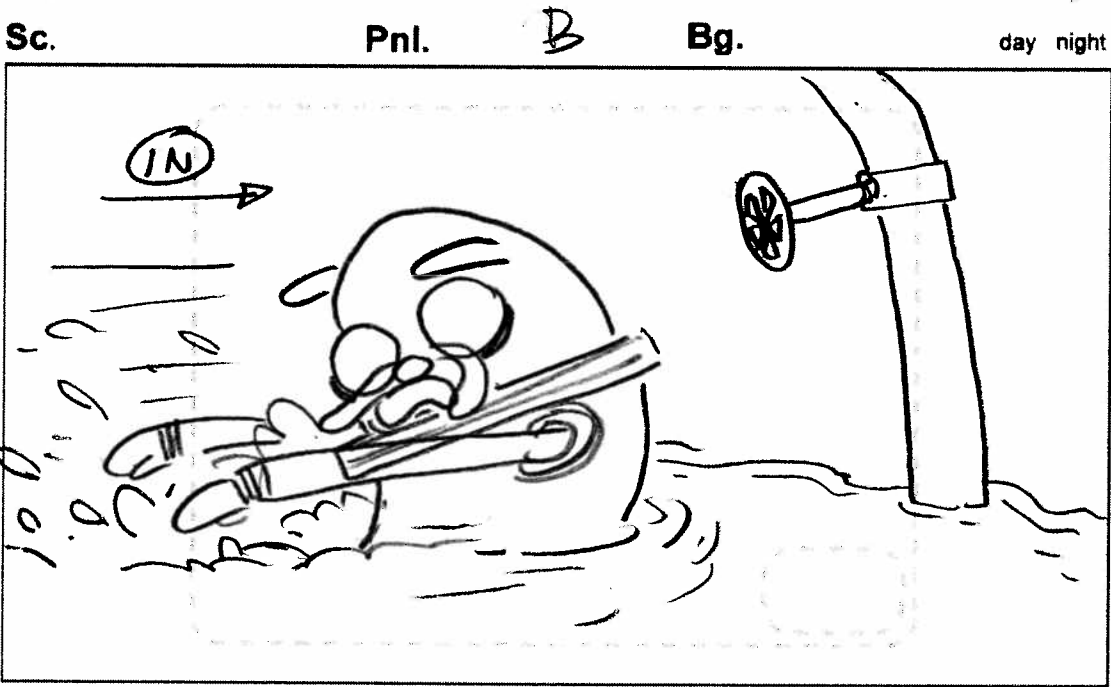
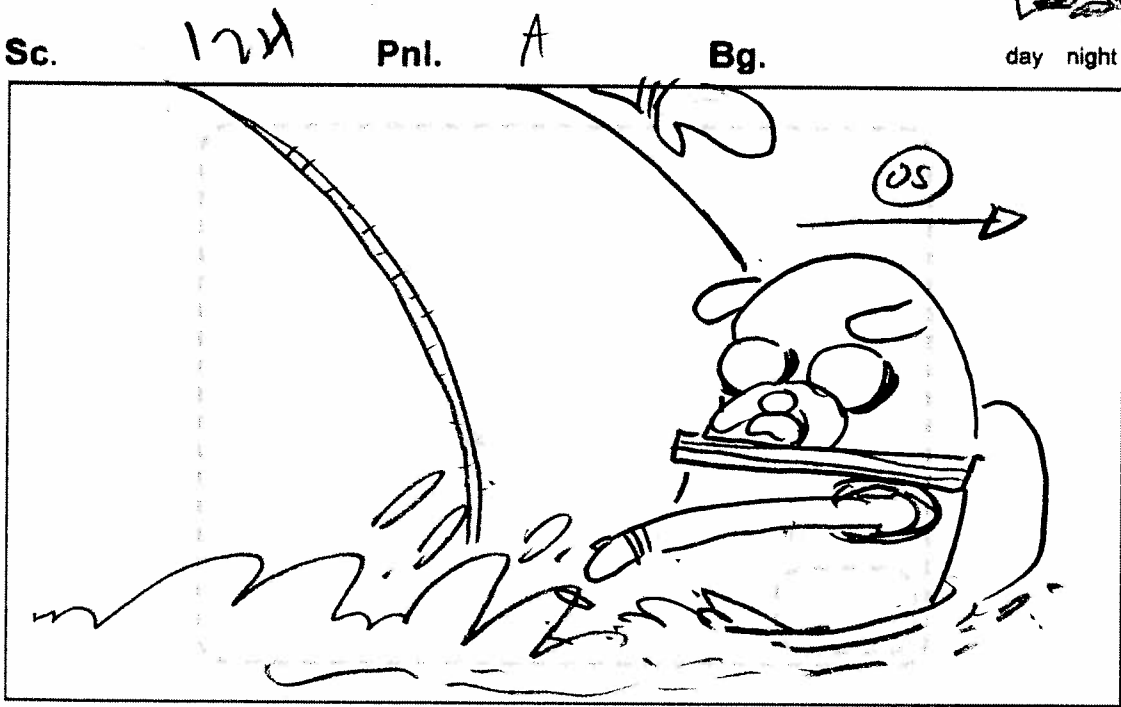
Dialog:	
Action:	( SUIT INFLATES QUICK! )
Timing:	

EPISODE #

Production :

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ADVENTURE TIME



Dialog:
Action: (SUIT FILLS SCREEN & HITS JAKE O/S) (JAKE FLIES IN)
Timing:

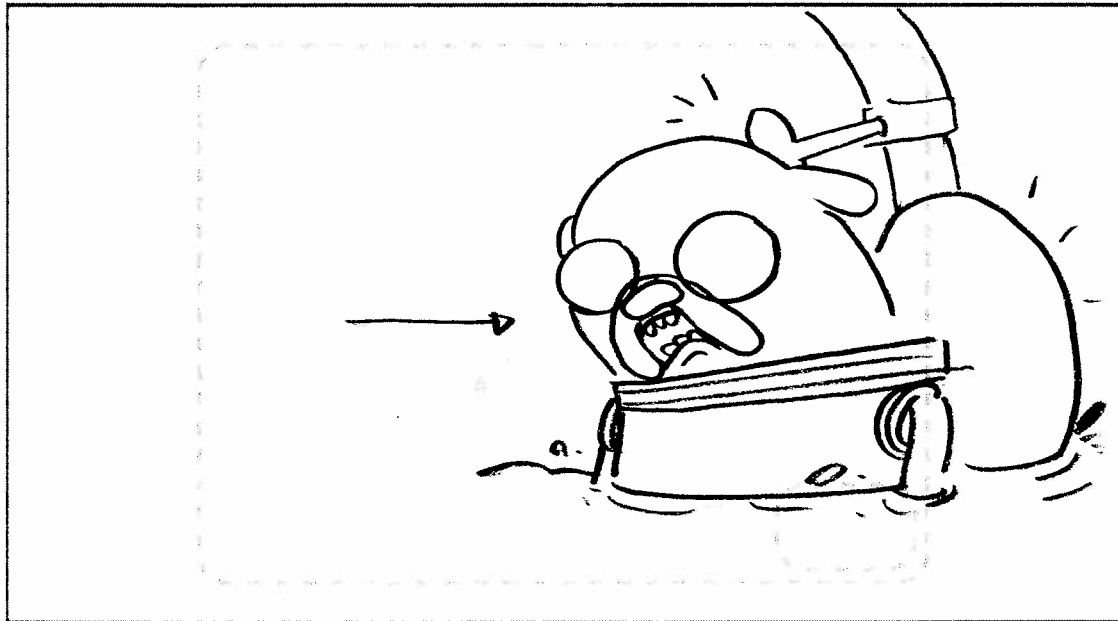
EPISODE #  
Production :

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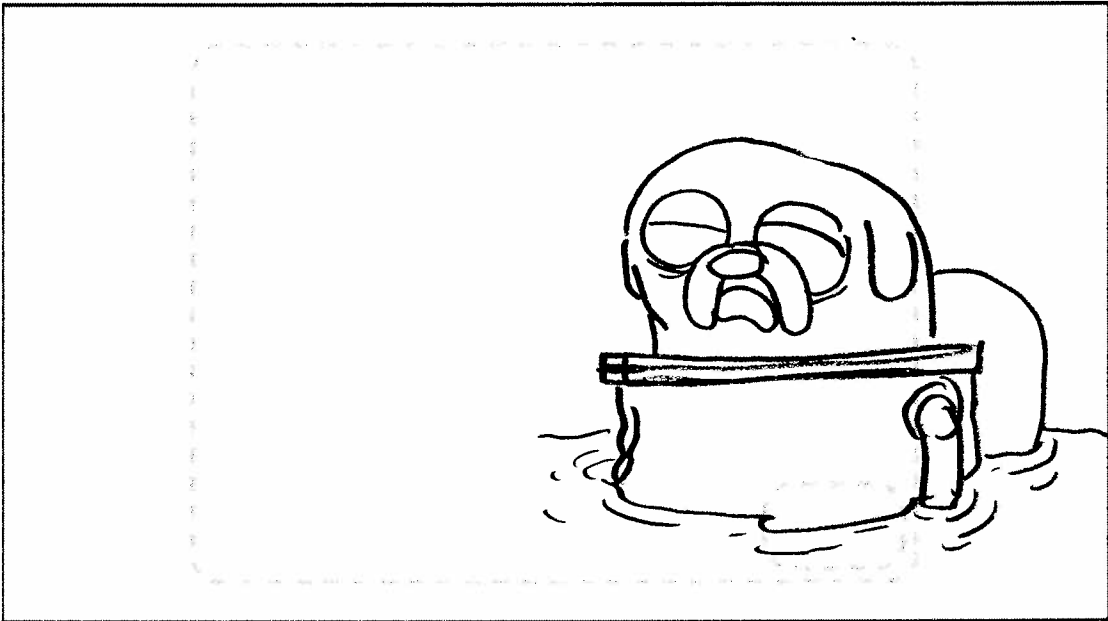
ADVENTURE TIME



Sc. 124 Pnl. C Bg. day night



Sc. Pnl. D Bg. day night



Dialog:	: CLANK :
Action:	(JAKE HITS HEAD ON BAR)
Timing:	

EPISODE #

Production :

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ADVENTURE TIME

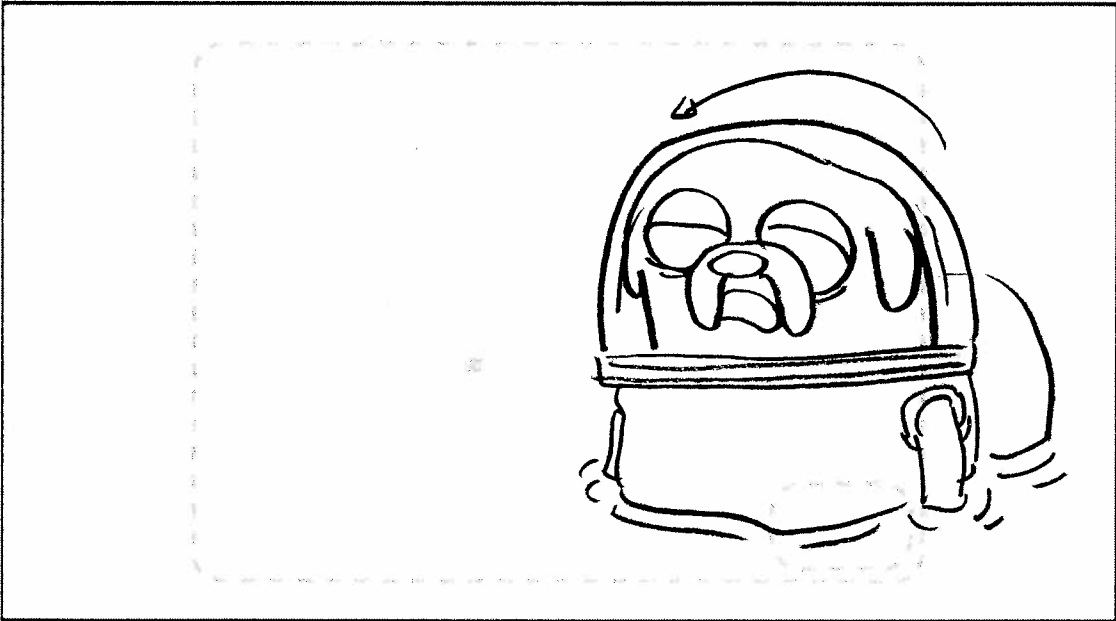


Sc. 124

Pnl. E

Bg.

day night

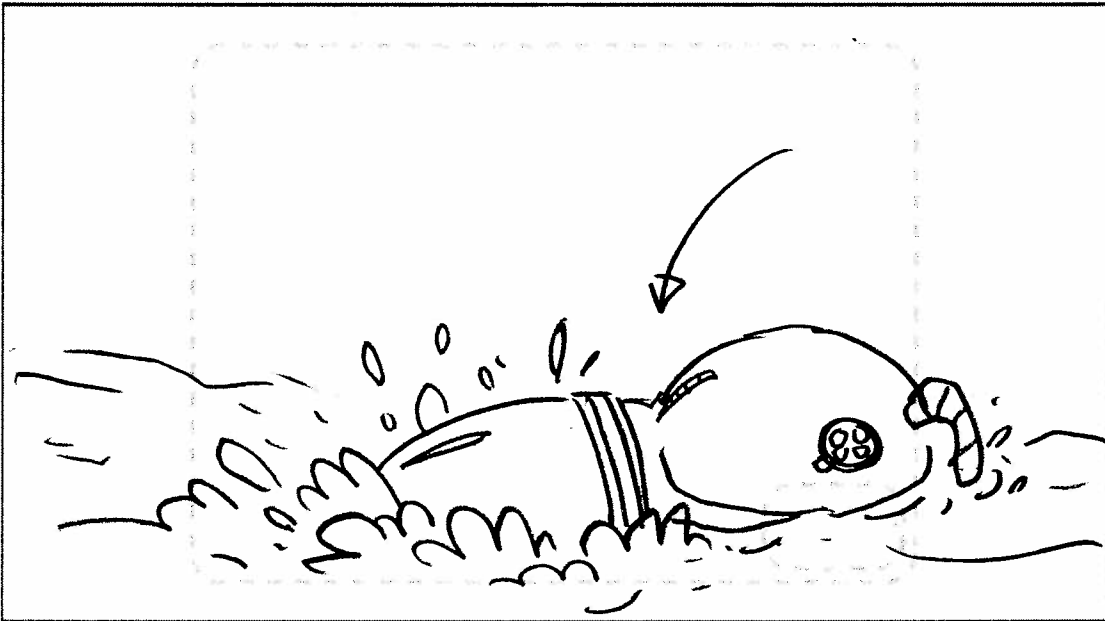


Sc.

Pnl. F

Bg.

day night



Dialog:	: SFX: SHHHK! :	: SFX: SPLOOSH :
Action:	(HELMET CLOSES)	
Timing:		

EPISODE #

Production :

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# ADVENTURE TIME



Page 159

Sc.

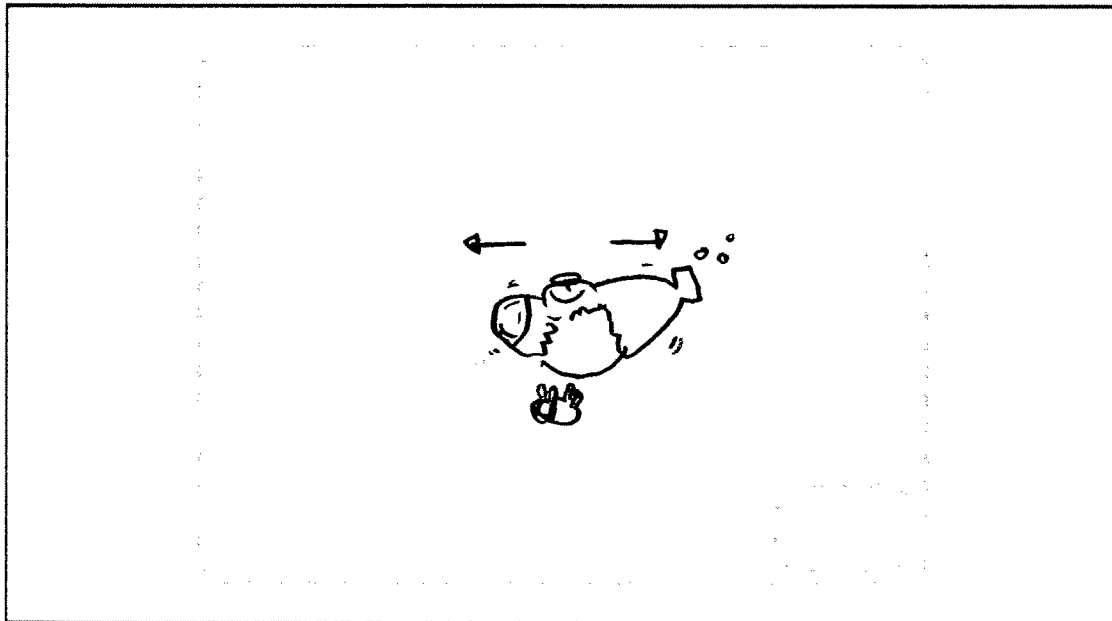
125

Pnl.

A

Bg.

day night



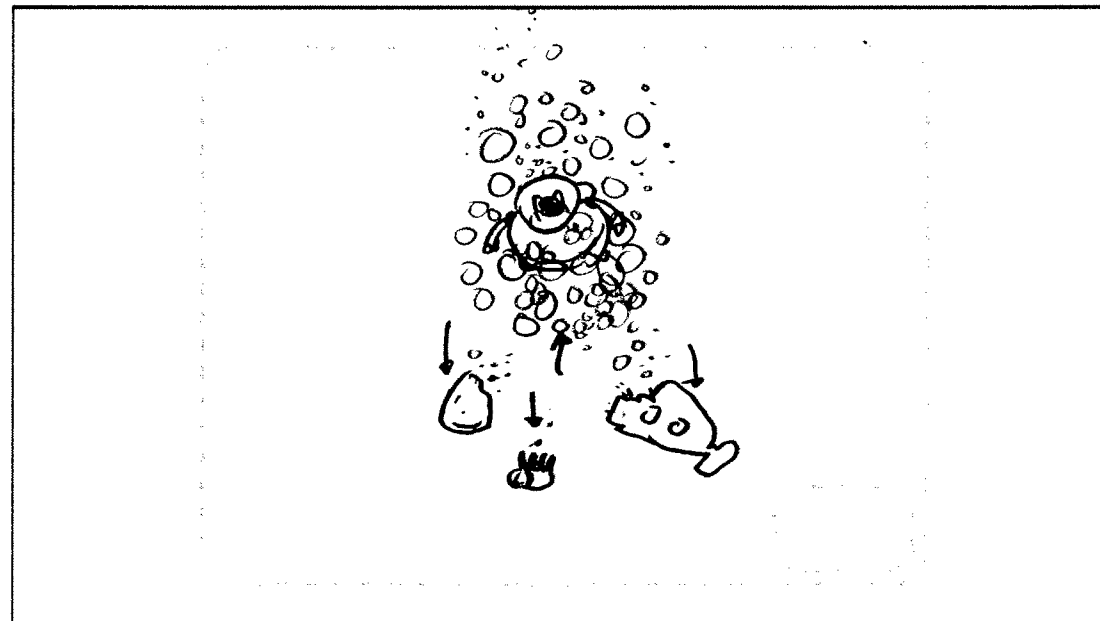
Sc.

Pnl.

~~A~~ B

Bg.

day night



Dialog:

Action:

(FINN'S SUIT RIPS SUB IN HALF)

(FINN FLOATS UP)  
(JAKE SINKS TO THE BOTTOM)

Timing:

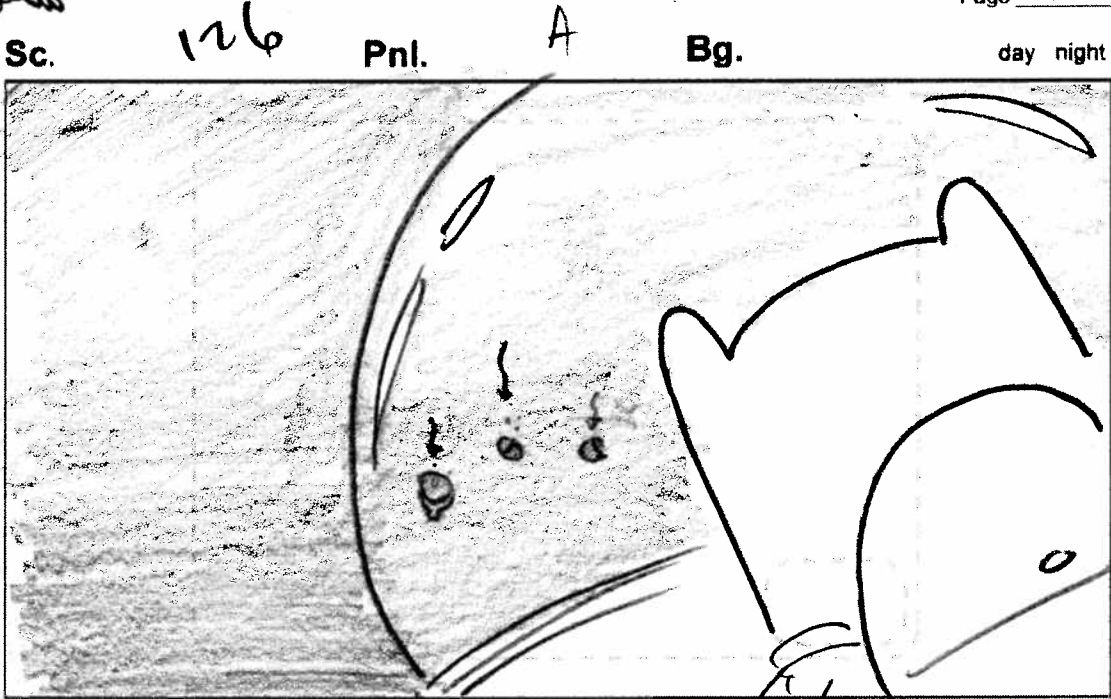
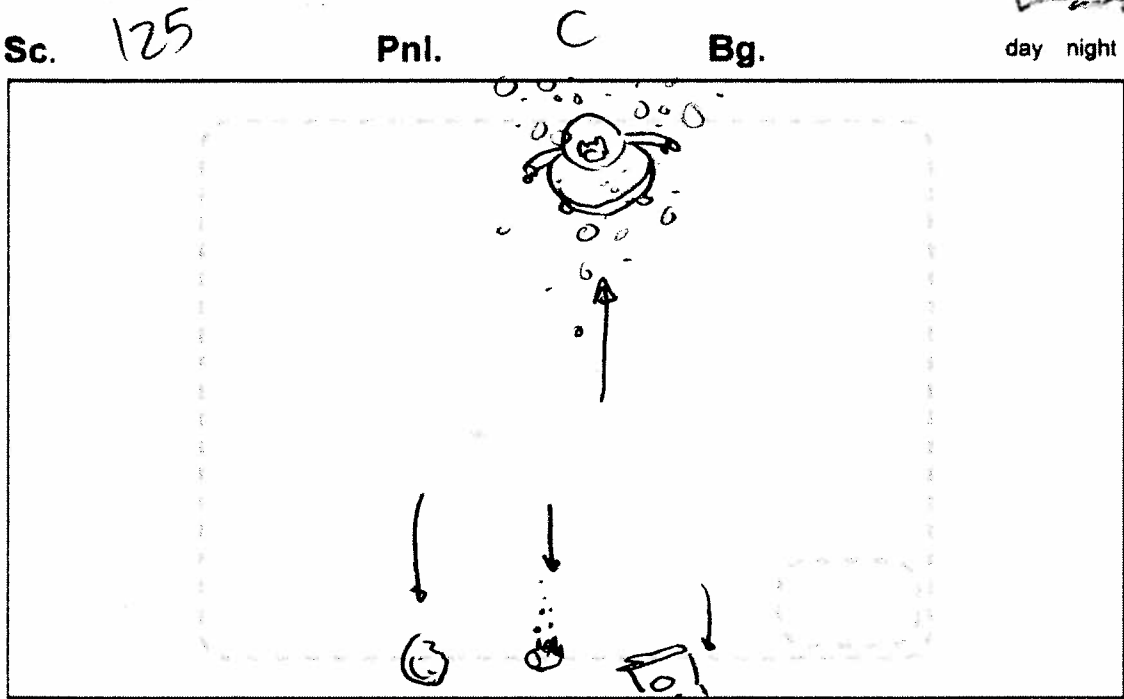
EPISODE #

Production :



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ADVENTURE TIME



Dialog:	FINN- JAKE??
Action:	(FINN SEES JAKE SINKING AWAY)
Timing:	

EPISODE #

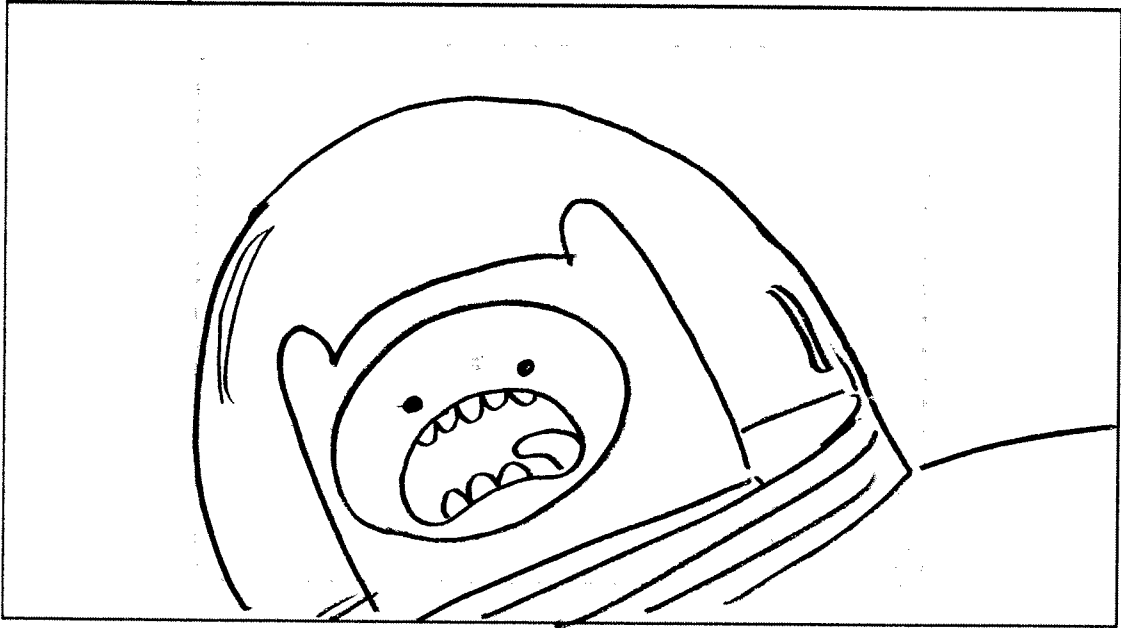
Production :

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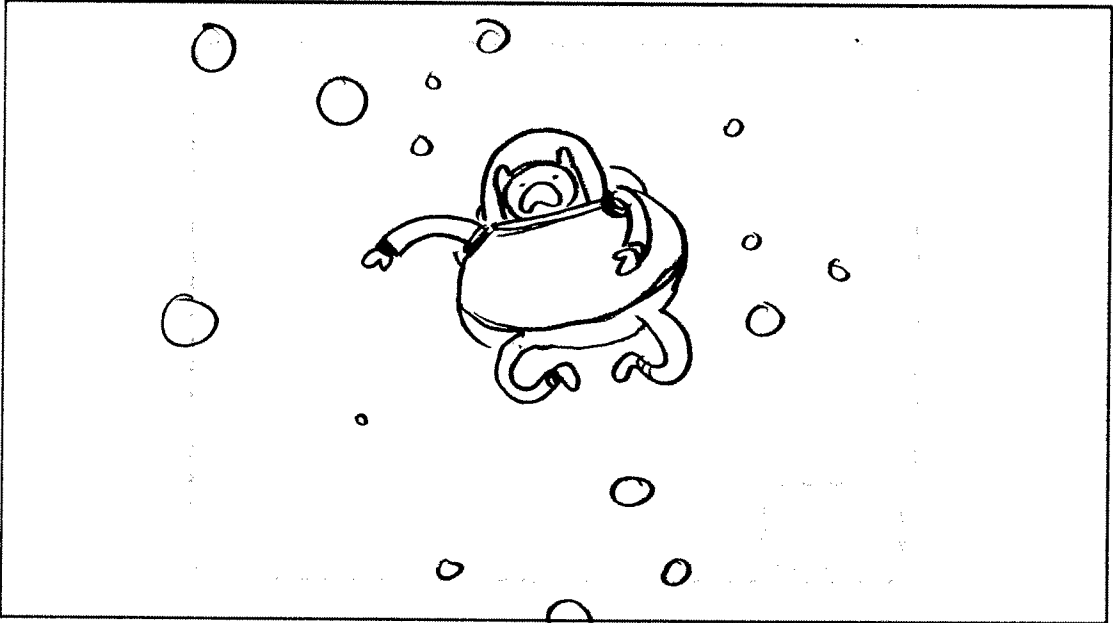
# ADVENTURE TIME



Sc. 127 Pnl. A Bg. day night



Sc. 128 Pnl. A Bg. day night



Dialog:	FINN - JAAAAAAAAAKE! ~~~~~>
Action:	
Timing:	

EPISODE #

Production #

ADVENTURE TIME



Sc. 128 Pnl. B Bg. day night

Sc. 129 Pnl. A Bg. day night

Dialog:	SFX: DING DING... DING DING....
Action:	(BOAT IN THE OCEAN)
Timing:	

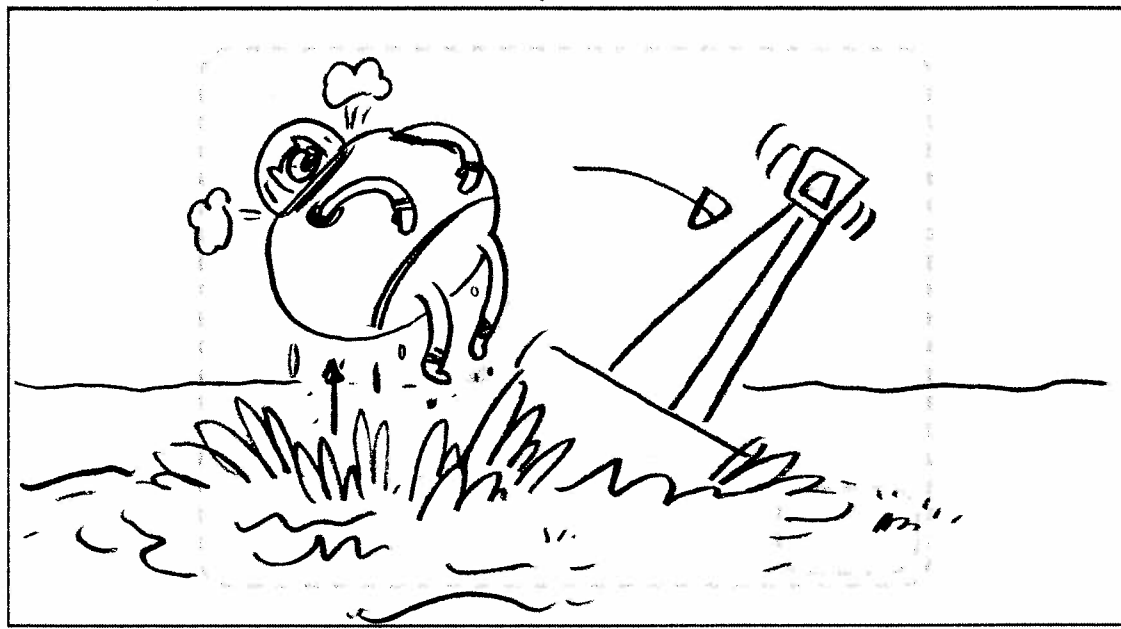
EPISODE #  
Production :

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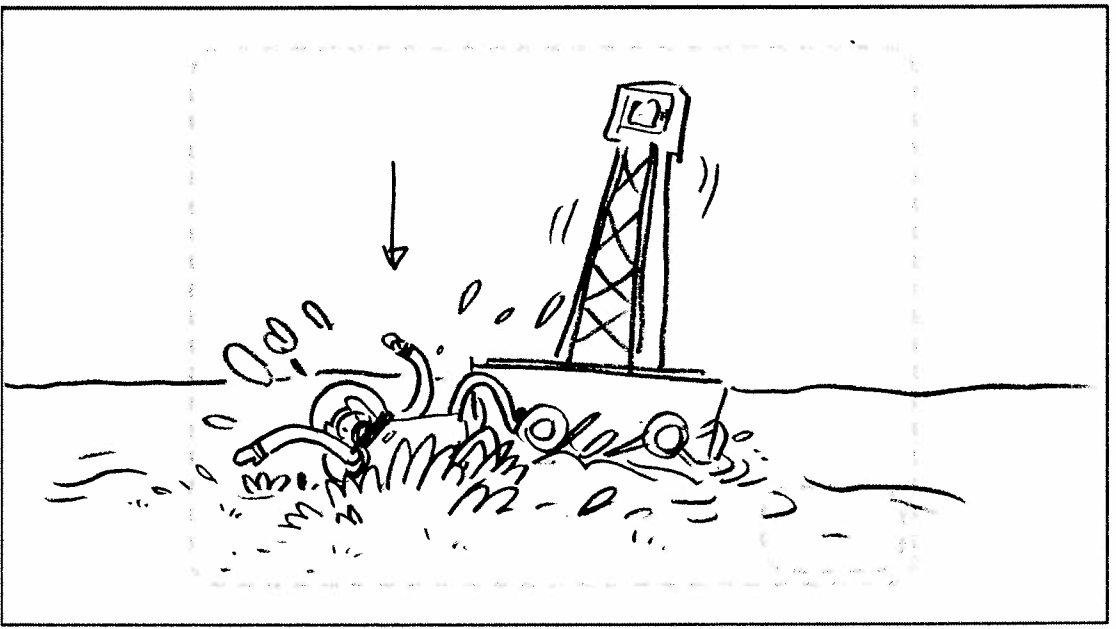
ADVENTURE TIME



Sc. 129 Pnl. B Bg. day night



Sc. Pnl. C Bg. day night

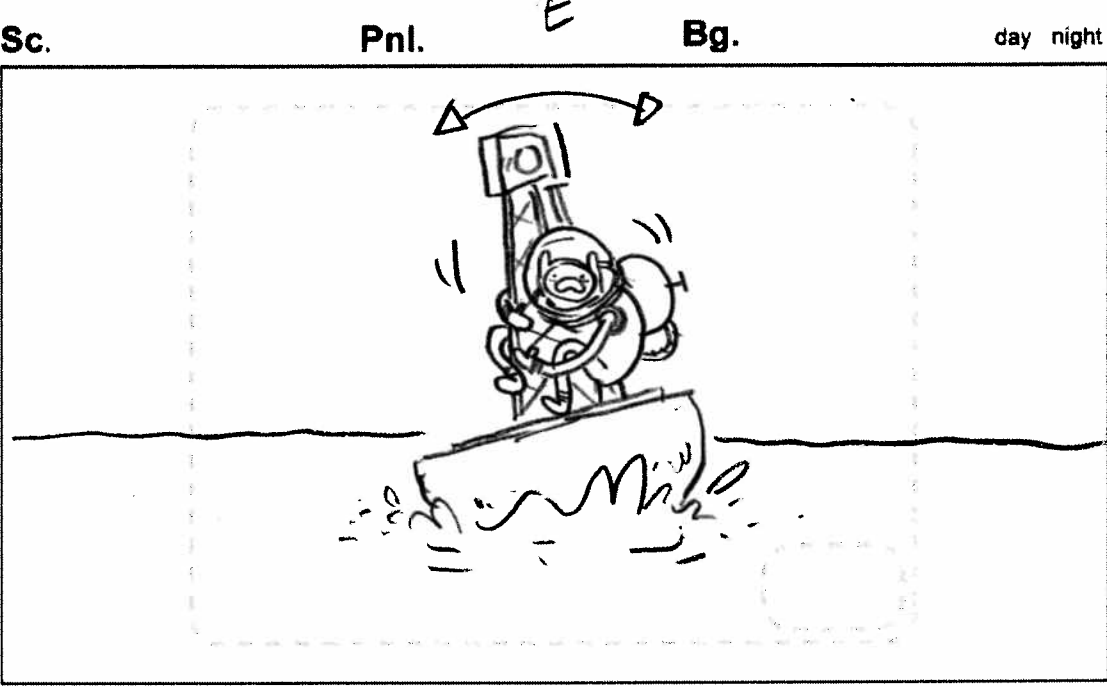
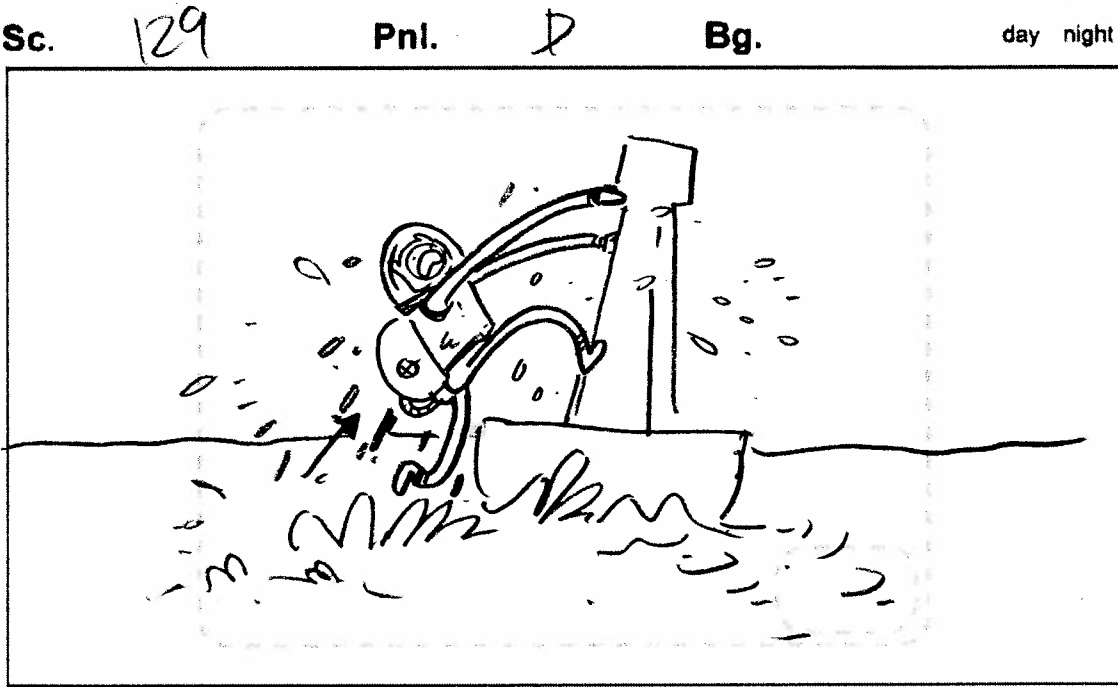


Dialog:
Action: (FINN FLOATS TO TOP) (SUIT DEFLATES, FINN FALLS BACK INTO THE WATER)
Timing:

EPISODE #

Production :

ADVENTURE TIME



Dialog:	FINN- JAKE!
Action:	(SCRAMBLE TO BOUY)
Timing:	

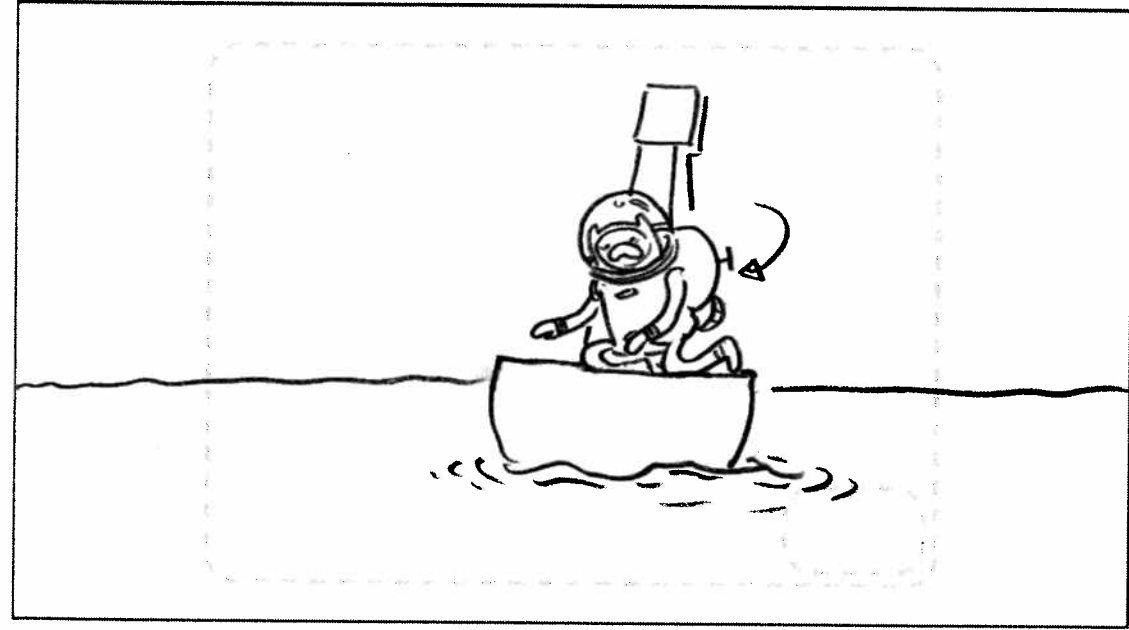
EPISODE #  
Production :

# ADVENTURE TIME

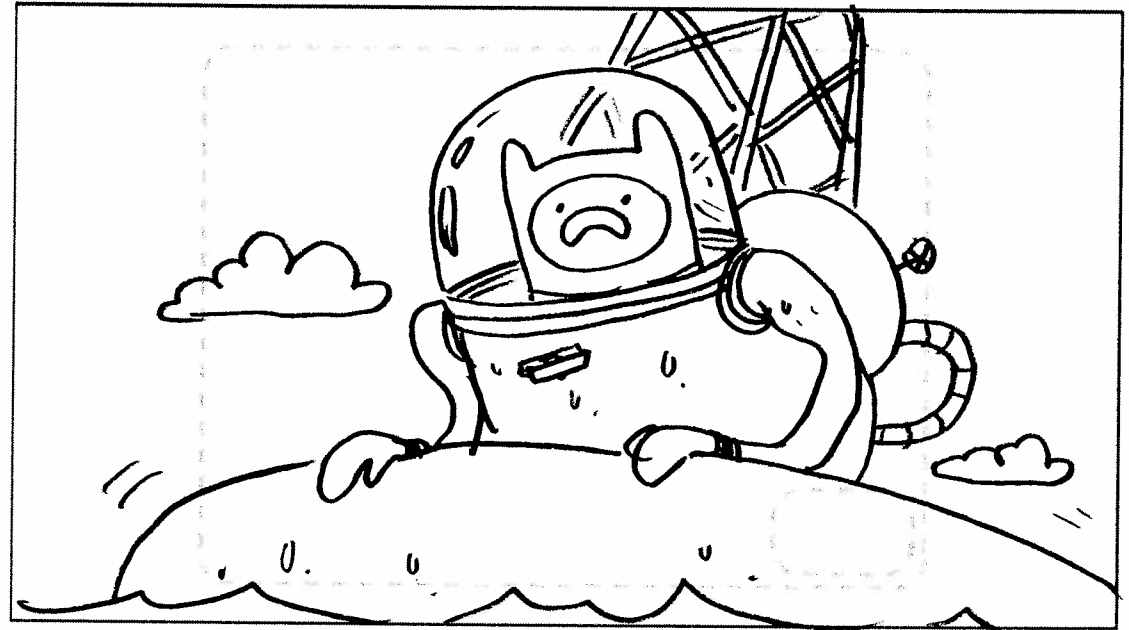


Page 165

Sc. 129 Pnl. F Bg. day night



Sc. 130 Pnl. A Bg. day night



Dialog:	FINN- JAKE!	FINN- JAKE.....
Action:		
Timing:		

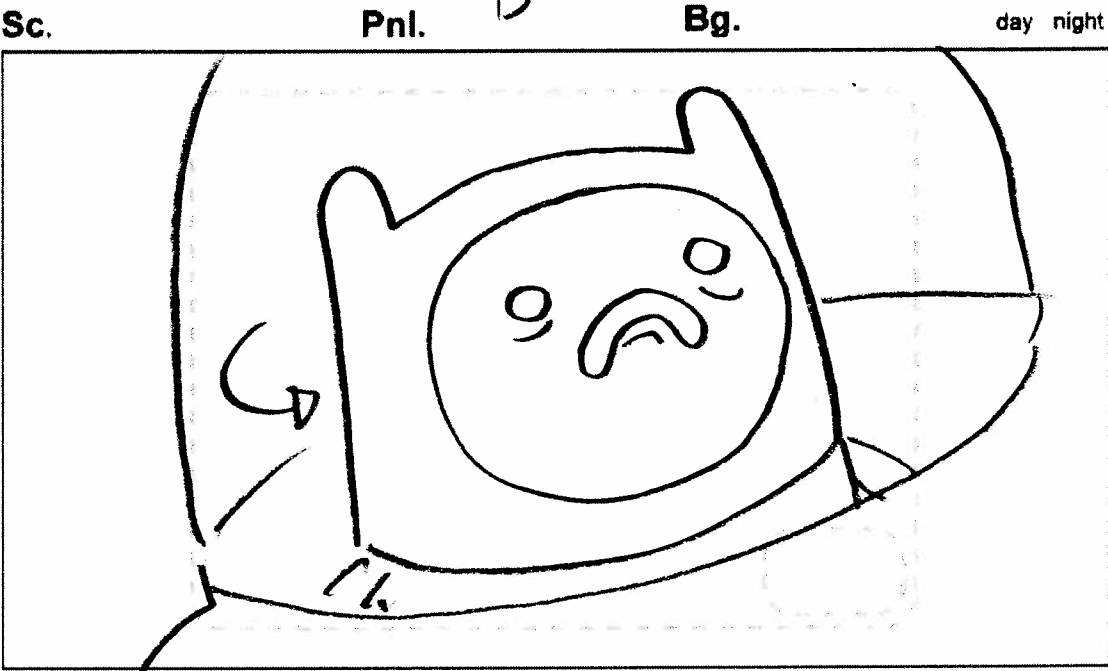
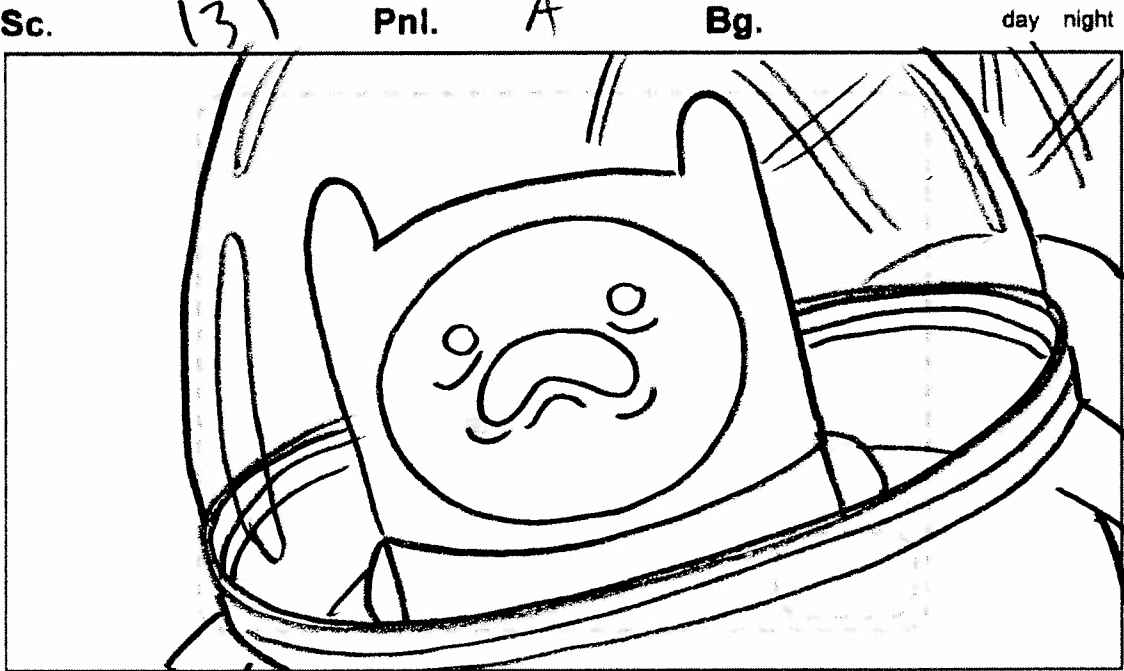
EPISODE #

Production :

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ADVENTURE TIME



Dialog:
FINN- OH NO... SFX: PoooooooooT... Fear Feaster (OJ)- EVIL LAUGH
Action:
Timing:

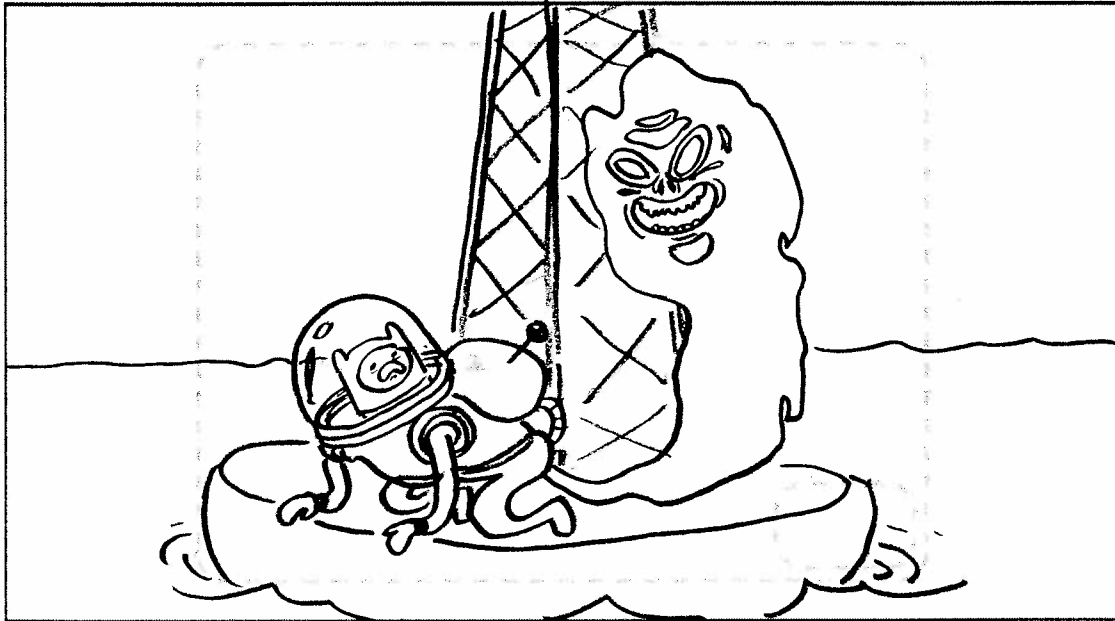
EPISODE #

Production :

ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



Sc. 133 Pnl. A Bg. day night



Dialog:	FF - PATHETIC!	FEAR FEASTER. YOU CAN'T EVEN OVERCOME YOUR FEAR WHEN YOUR FRIEND IS ABOUT TO DIE!
Action:		
Timing:		

EPISODE #

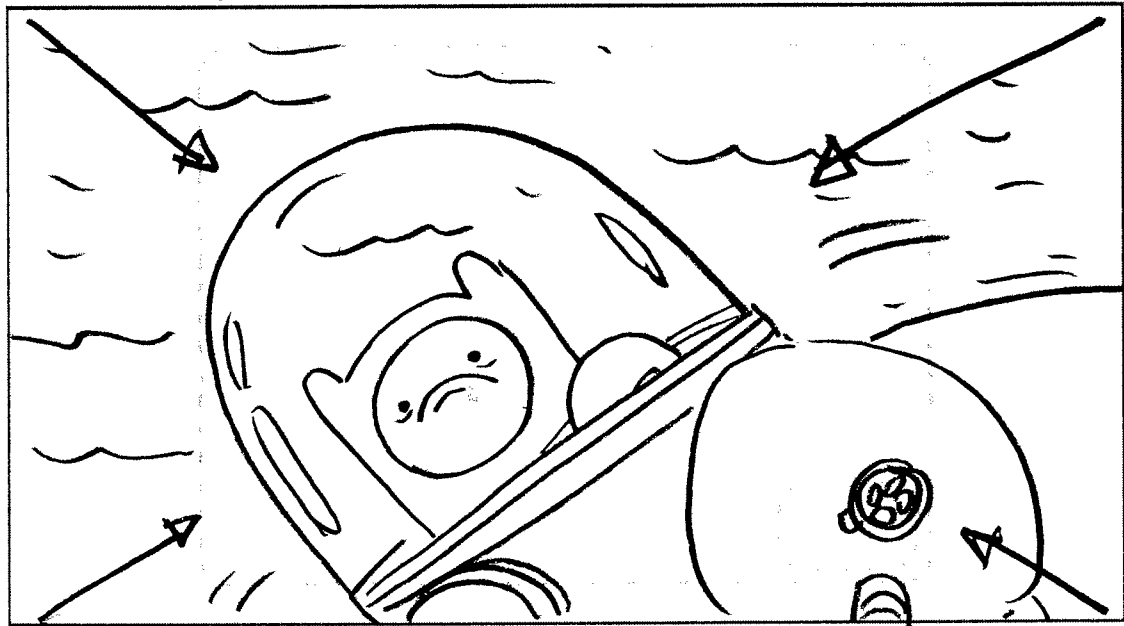
Production :



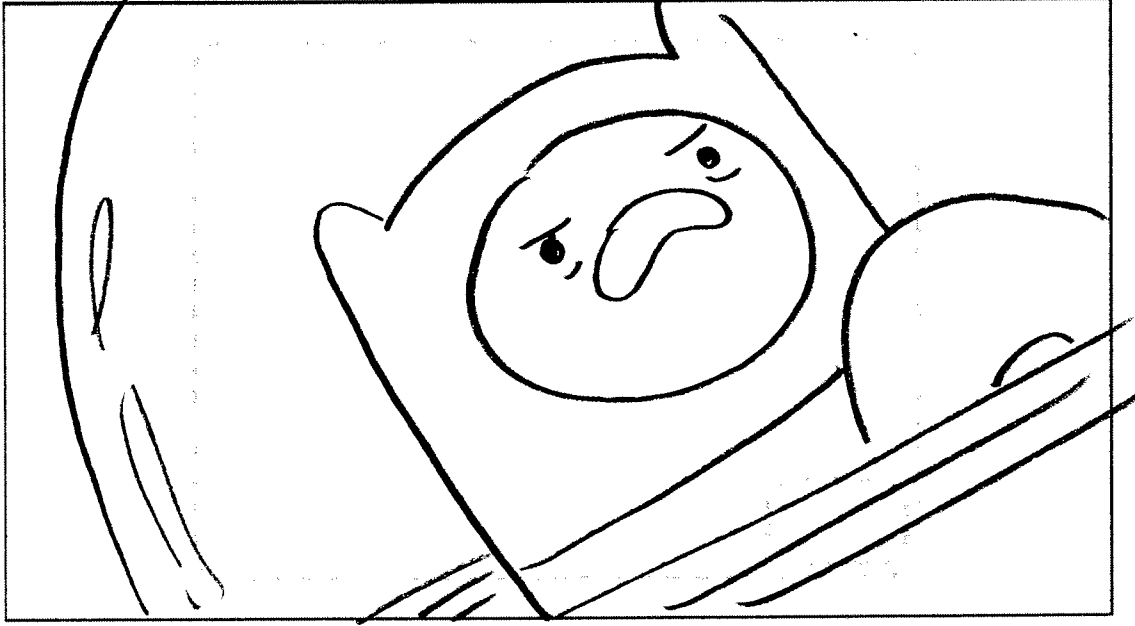
ADVENTURE TIME



Sc. 134 Pnl. A Bg. day night



Sc. 134 Pnl. B Bg. day night



Di  
FF (015) - YOUR UNHEROIC BODY WILL  
NEVER LET YOU SAVE YOUR FRIEND!  
HA HA HA!

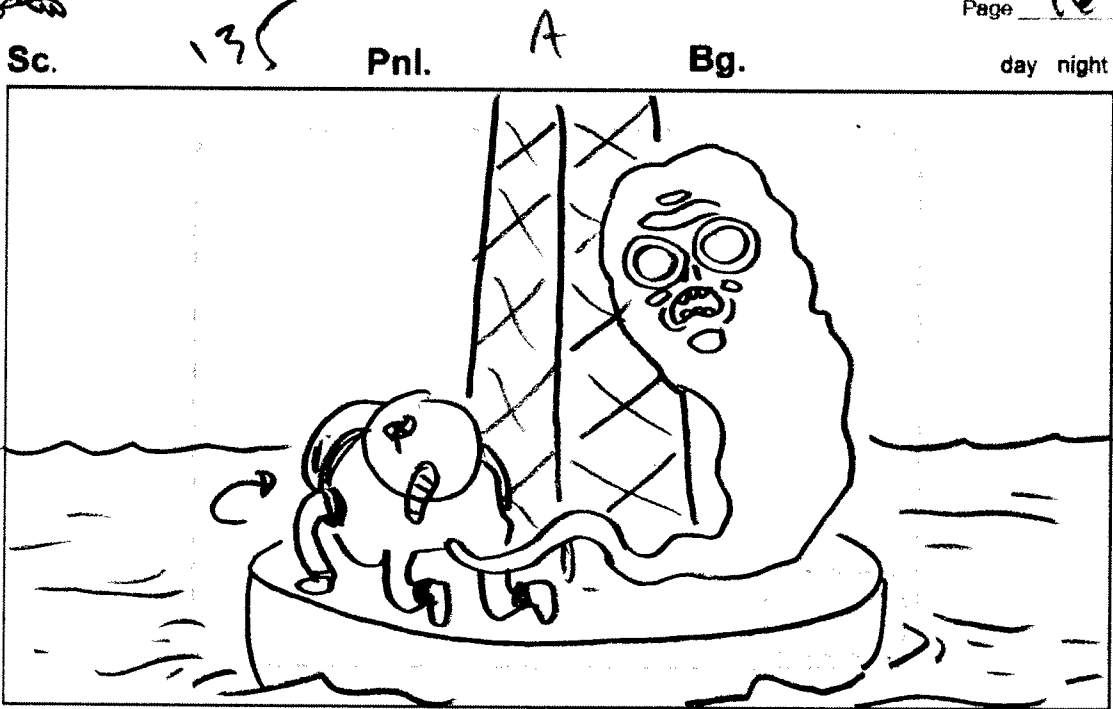
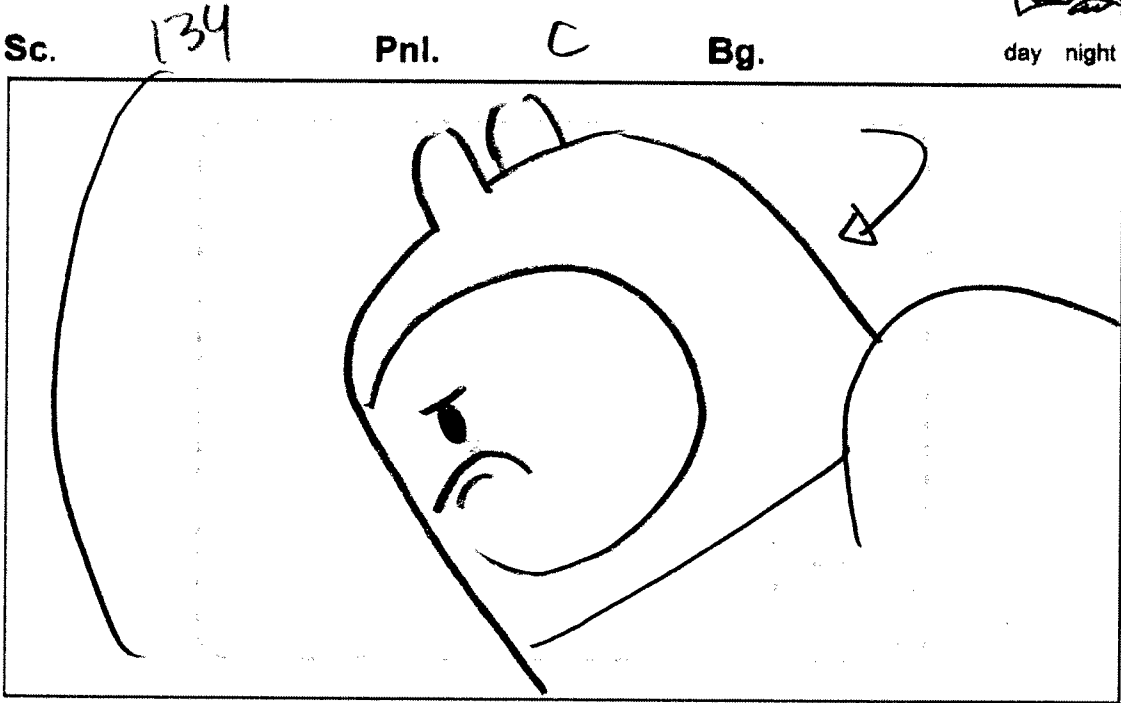
Action: (TRUCK IN ON FINN'S FACE)

Timing:

EPISODE #

Production :

ADVENTURE TIME



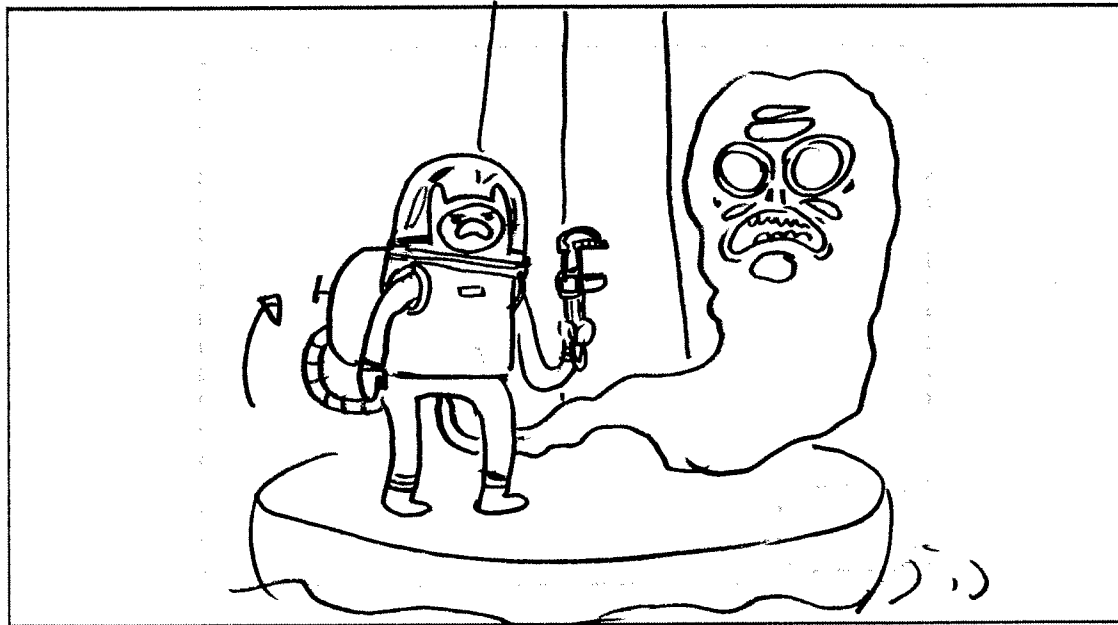
Dialog:	FF-- WAIT, WHAT ARE YOU DOING?...
Action:	(TURN)
Timing:	

EPISODE #  
  
Production :

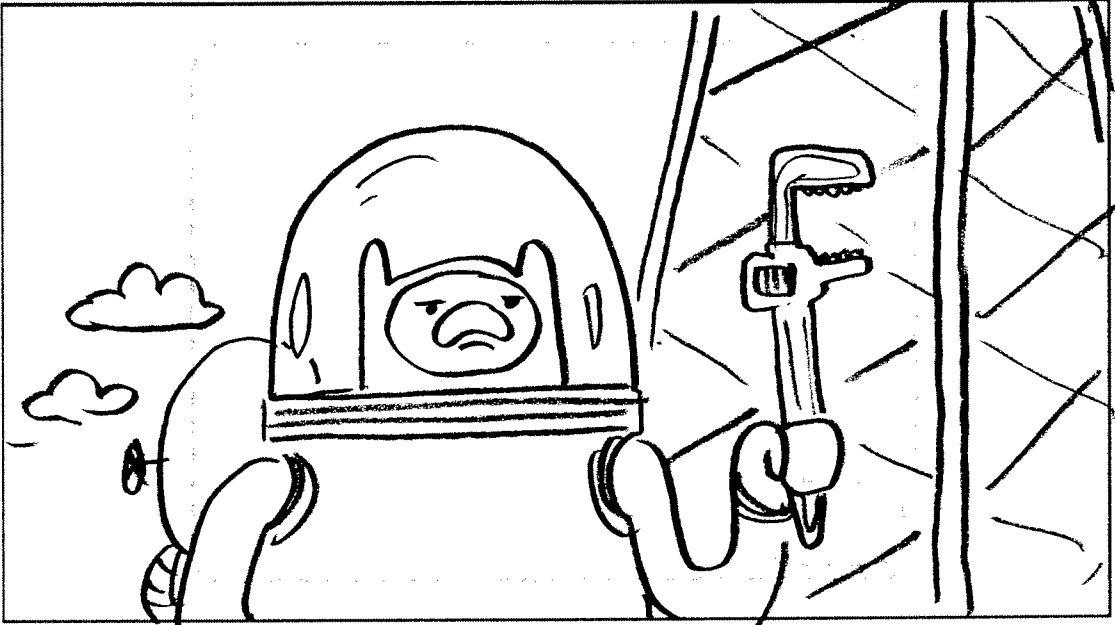
ADVENTURE TIME



Sc. 135 Pnl. B Bg. day night



Sc. 136 Pnl. A Bg. day night



Dialog:	
FINN- IF MY BODY WONT LET ME RESCUE MY BEST FRIEND	FINN- THEN THERE'S ONLY ONE THING LEFT TO DO.
Action:	
Timing:	

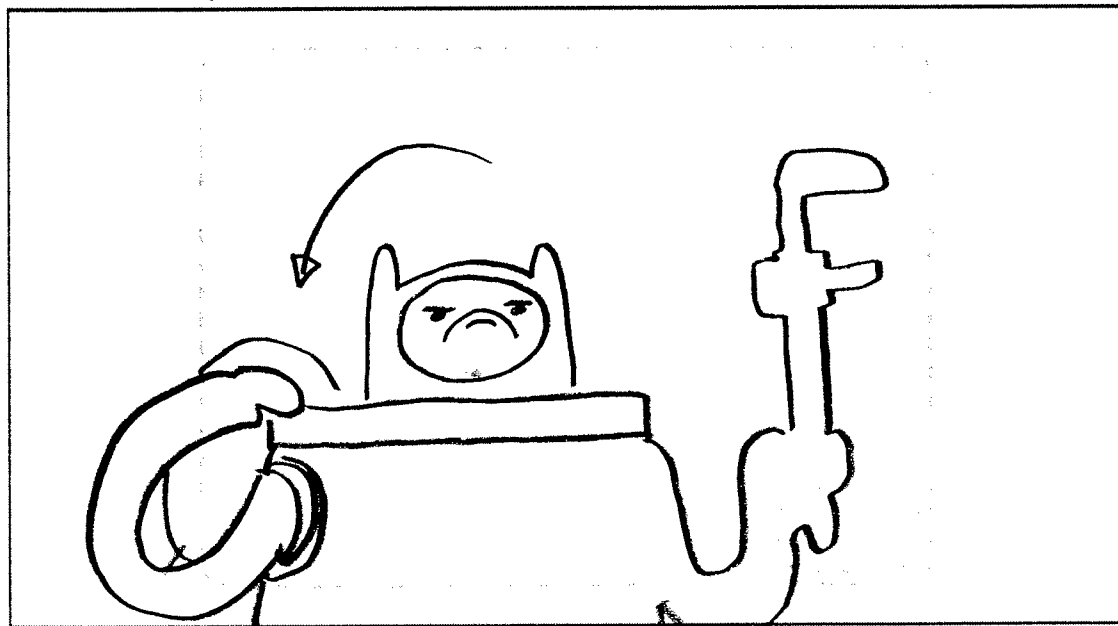
EPISODE #

Production :

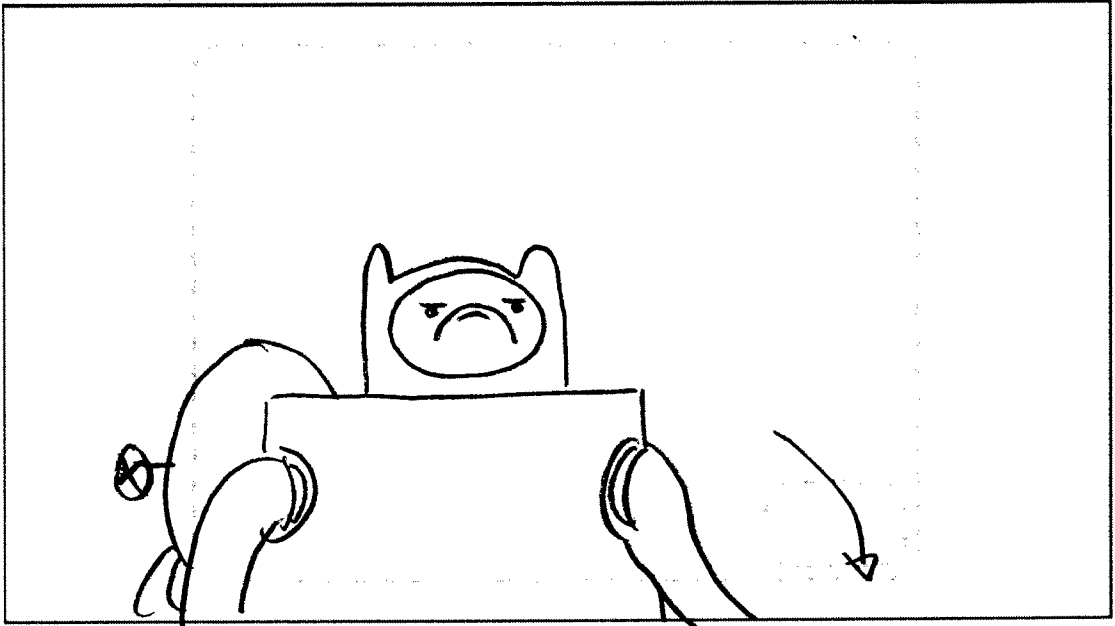
ADVENTURE TIME



Sc. 136 Pnl. B Bg. day night



Sc. 136 Pnl. C Bg. day night



Dialog:
:CLICK: :SHHHK:
Action: (FINN CLICKS BUTTON. GLASS DOME ROLLS BACK)
Timing:

EPISODE #

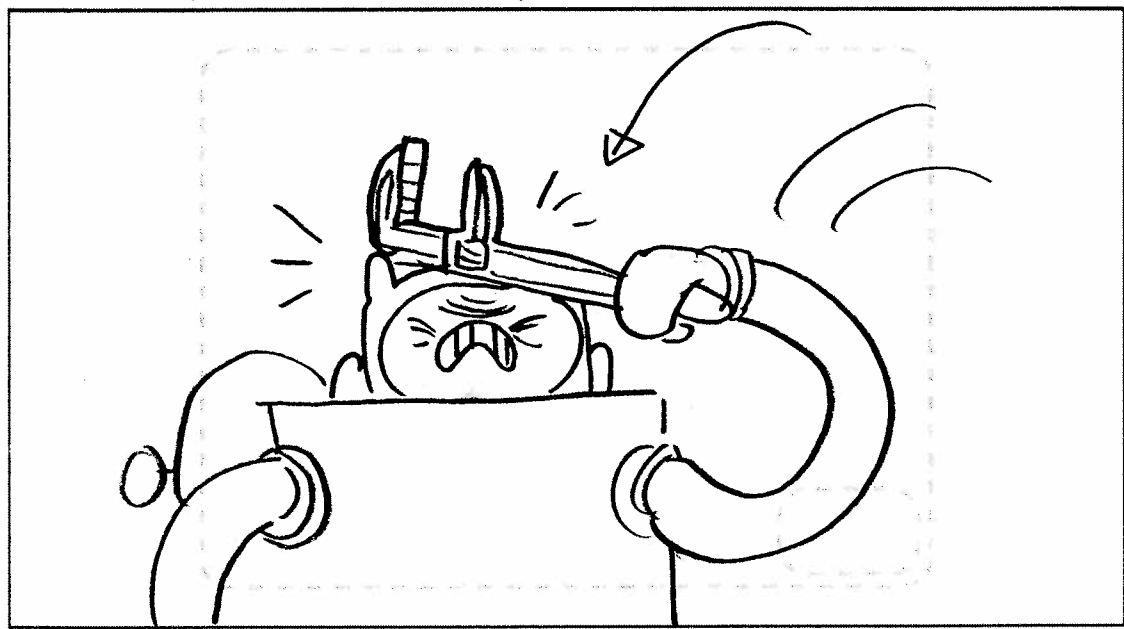
Production :

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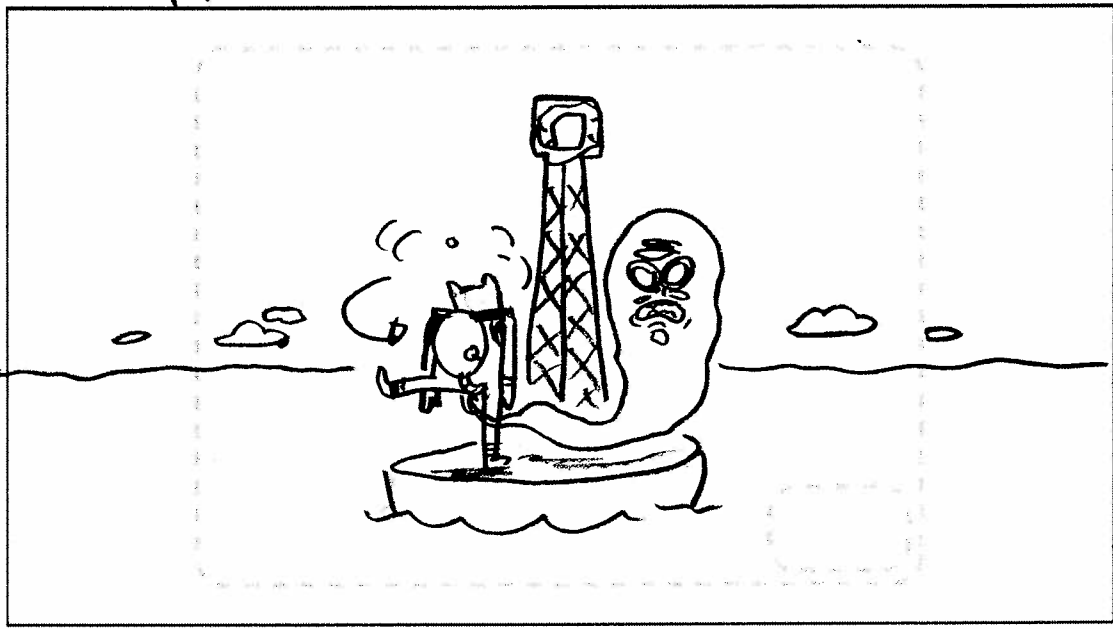
ADVENTURE TIME



Sc. 136 Pnl. D Bg. day night



Sc. 137 Pnl. A Bg. day night



Dialog:	CLANK	FEAR FEASTER - NO... NO...
Action:	(FINN SPINS UNCONCIOUS)	
Timing:		

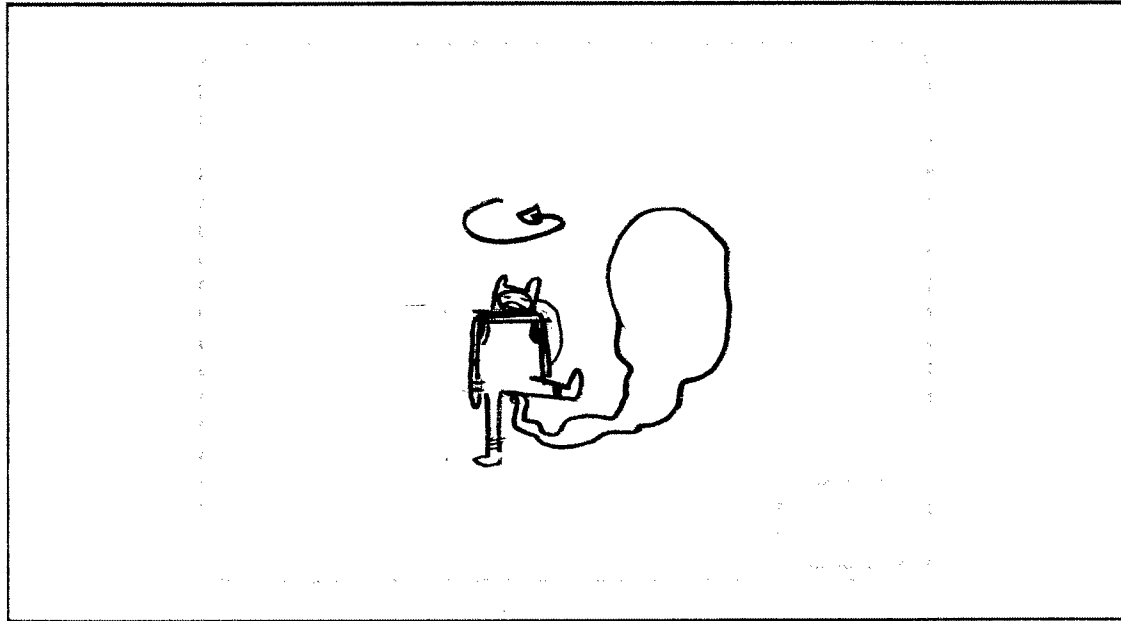
EPISODE #  
  
Production :

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ADVENTURE TIME



Sc. 137 Pnl. B Bg. day night

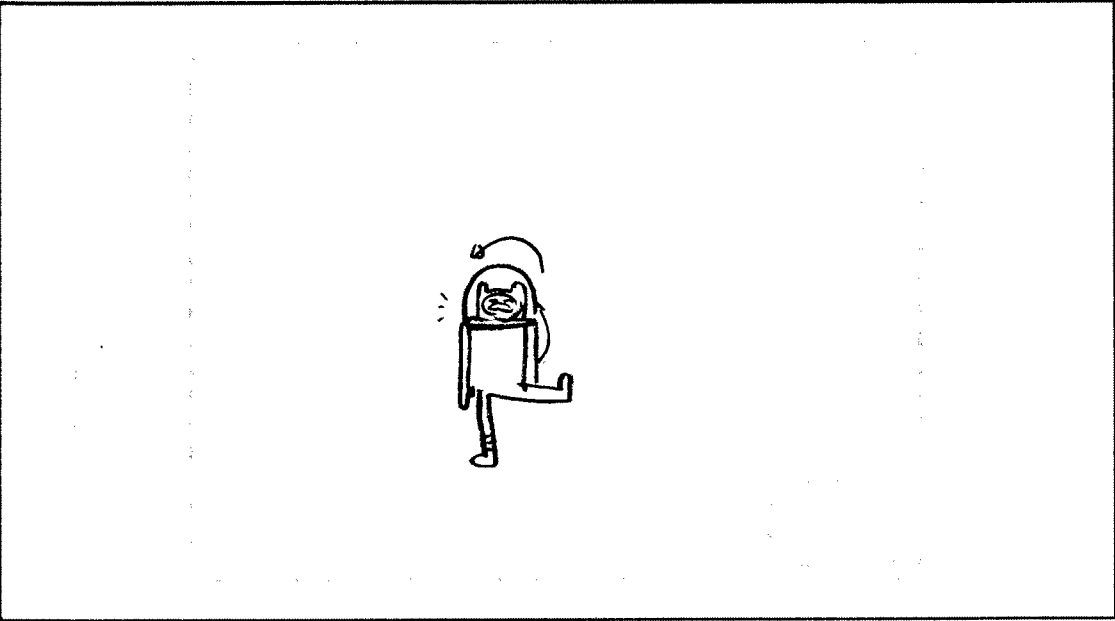


Dialog:

Action:

Timing:

Sc. 137 Pnl. C Bg. day night



Dialog:

Action:

Timing:

EPISODE #

Production :

SHHHK

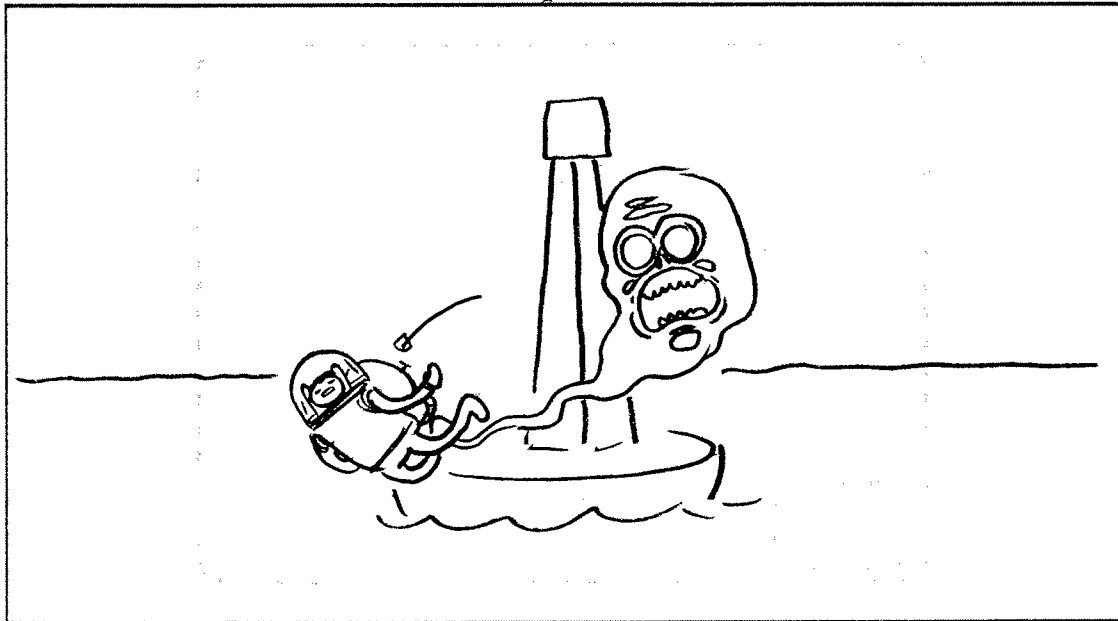
(HELMET CLOSES)

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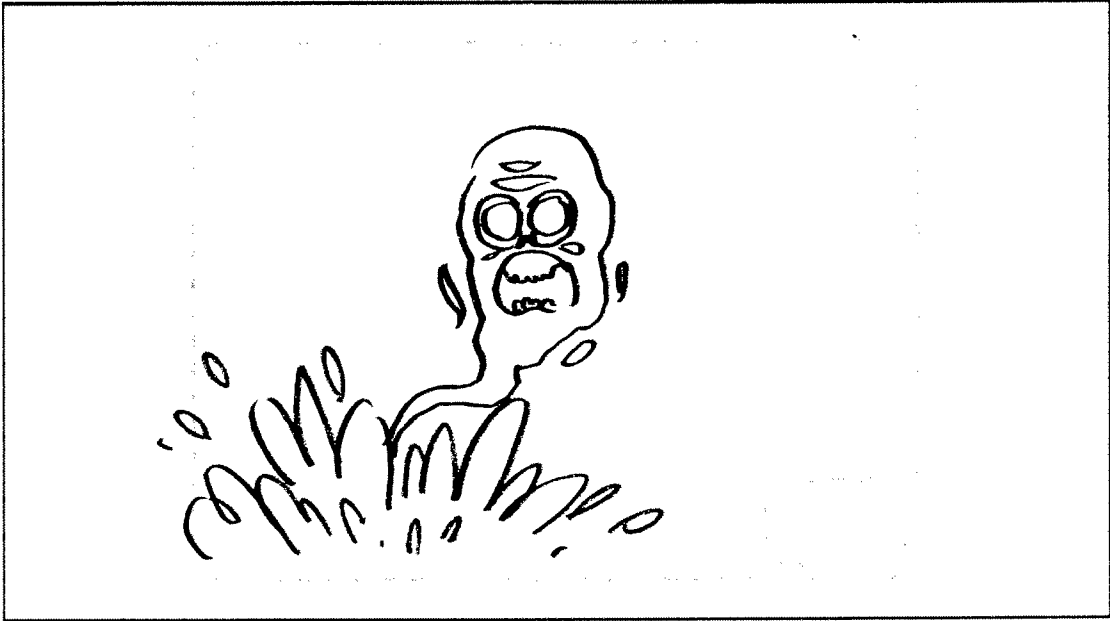
ADVENTURE TIME



Sc. 137 Pnl. D Bg. day night



Sc. 137 Pnl. E Bg. day night



Dialog:	FEAR FEASTER - NOOOOOOOOOOOOOOOOO ~~~~~>	
Action:	(FINN FALLS)	SPLOOSH
Timing:		

EPISODE #

Production :

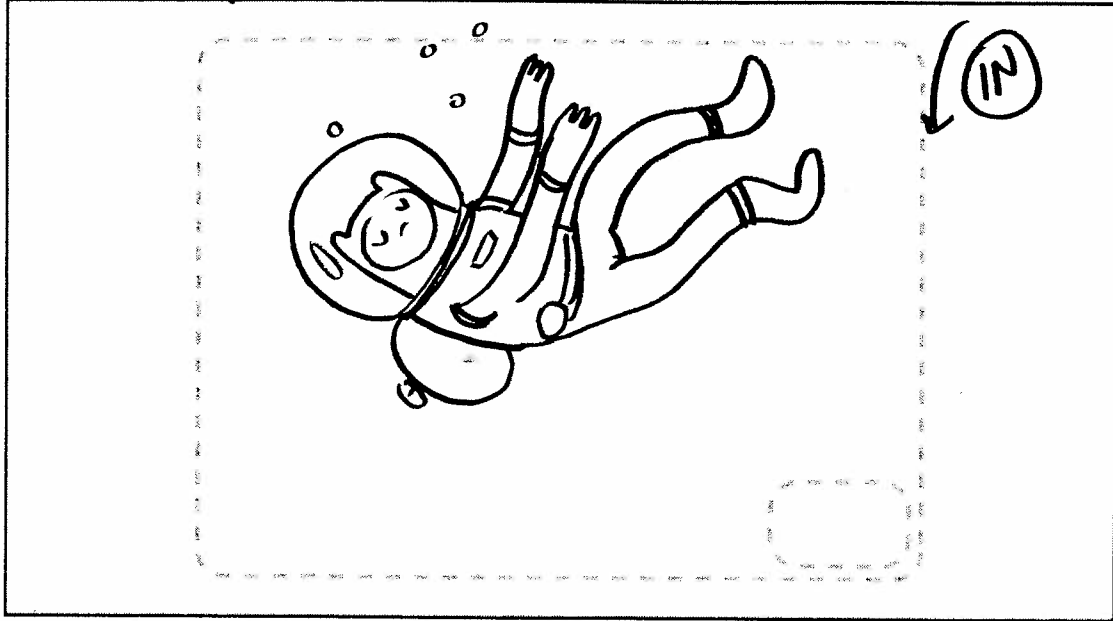
ADVENTURE TIME



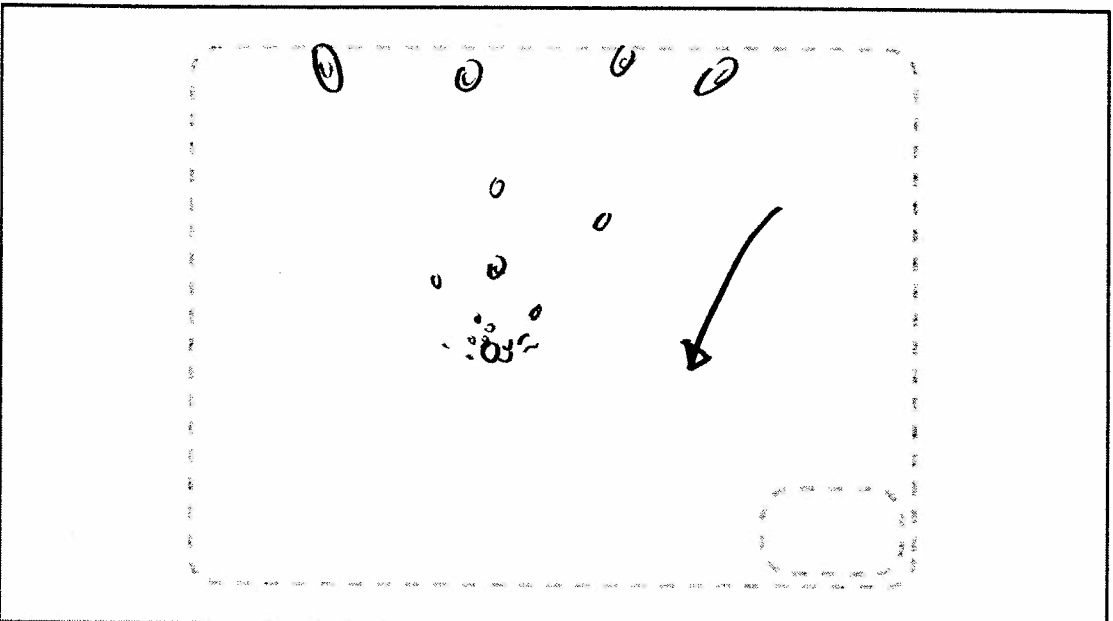
(Next Page 181)

Page 175

Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



Dialog:	
Action:	FLOATS INTO DARKNESS
Timing:	

EPISODE #

Production :



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ADVENTURE TIME



(PREVIOUS PAGE 175)

Page 181

Sc.

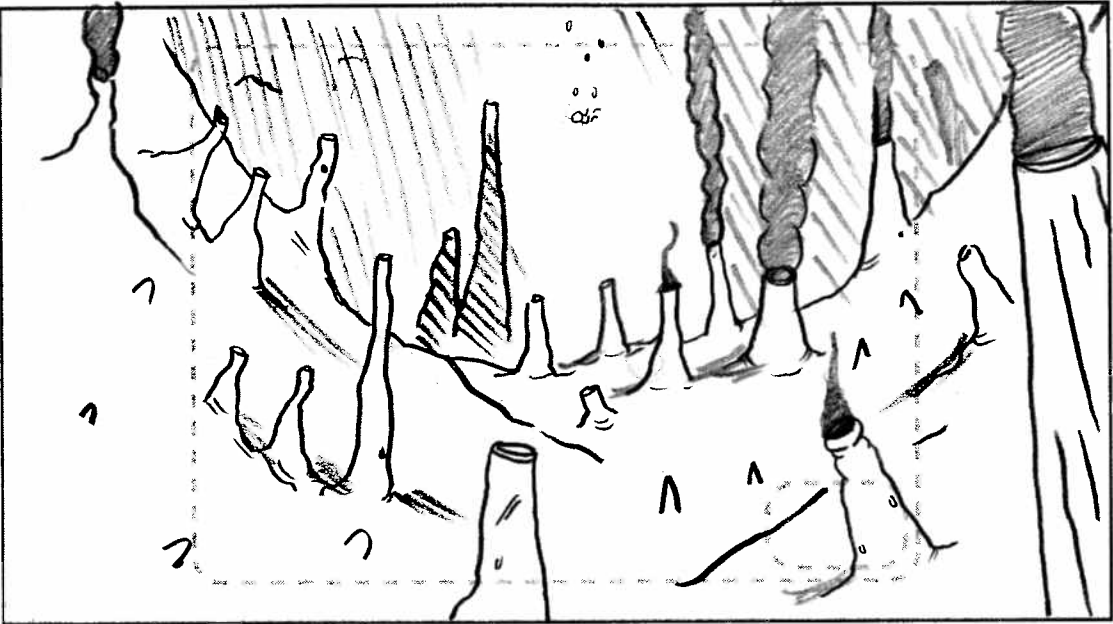
143

Pnl.

A

Bg.

day night



Sc.

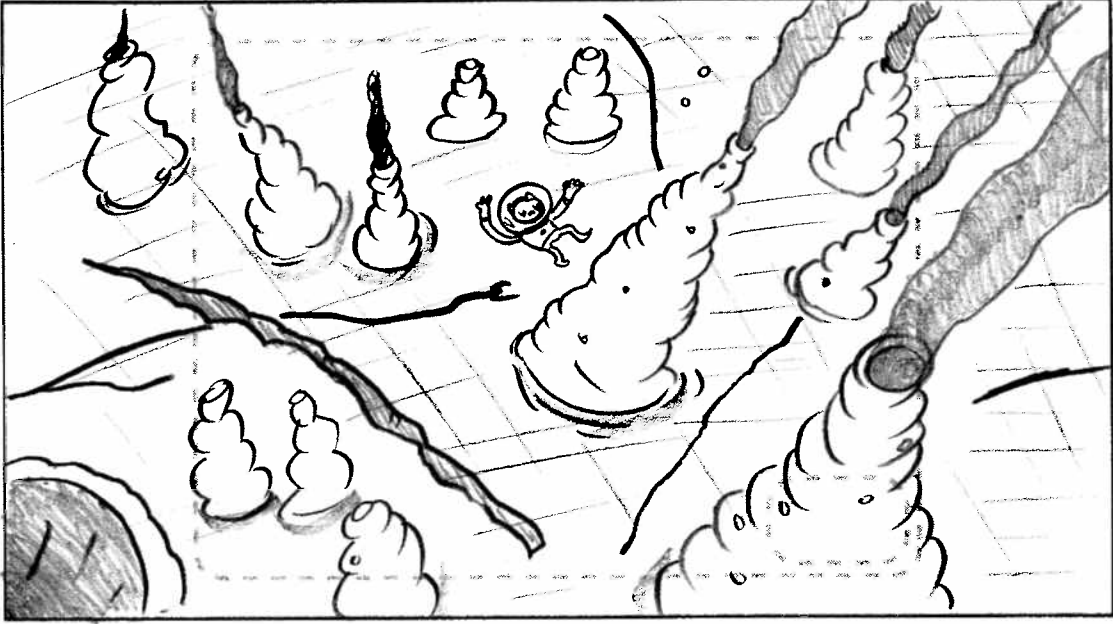
144

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

Production :

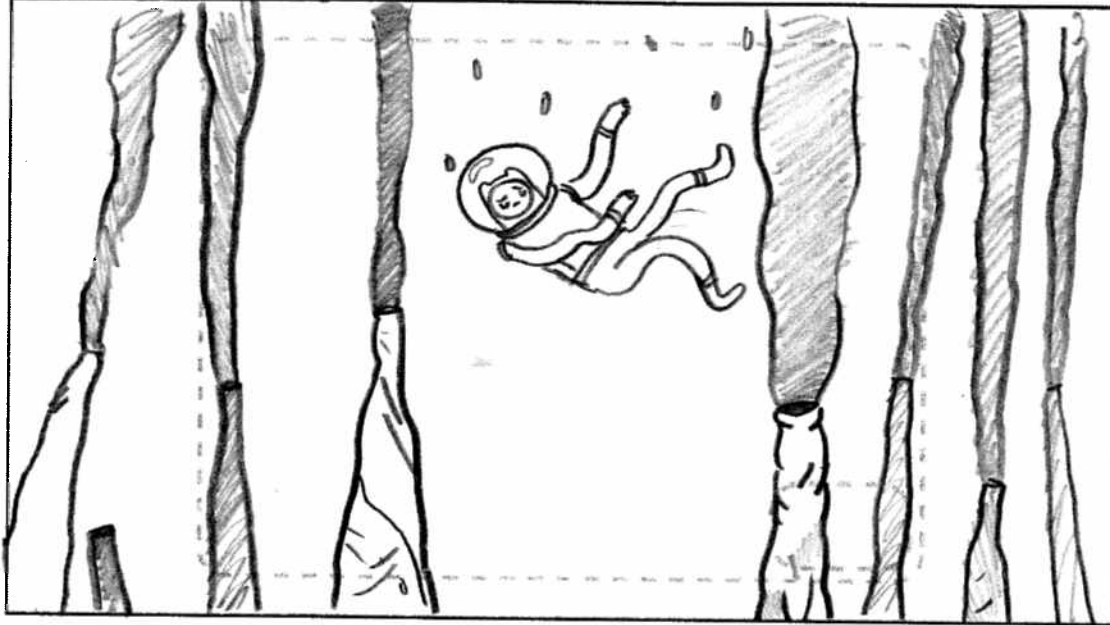
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# ADVENTURE TIME

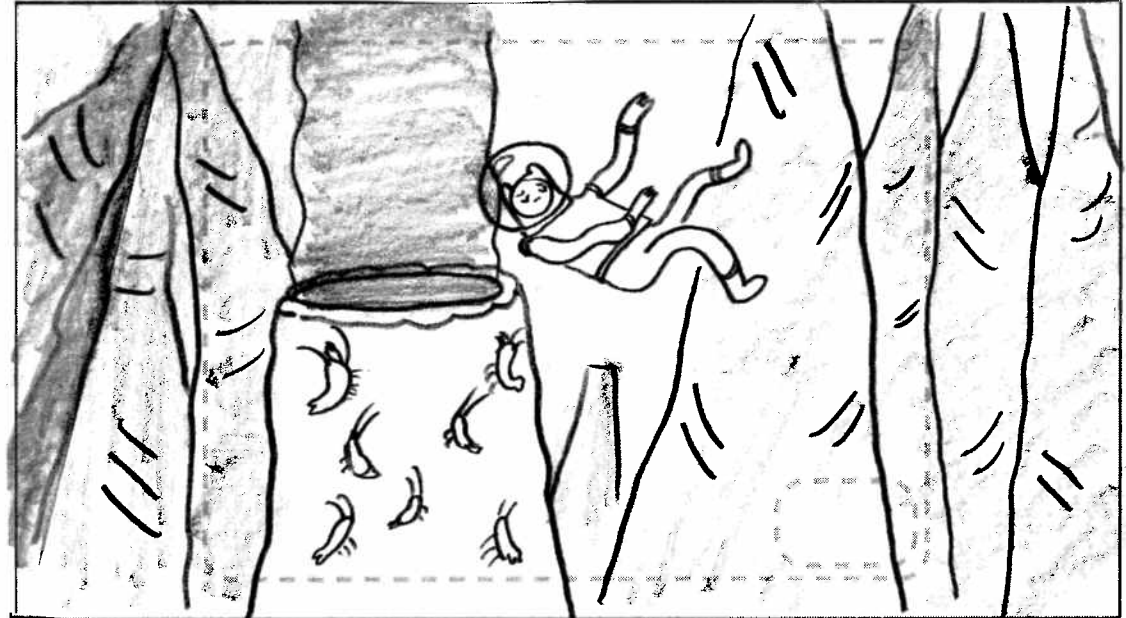


Page 182

Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night



EPISODE #

Dialog:
Action: ↓ TRACK FIN AS HE FALLS DOWN ↓ + WE SEE SOME SHRIMPS ON THE VOLCANO TOP.
Timing:

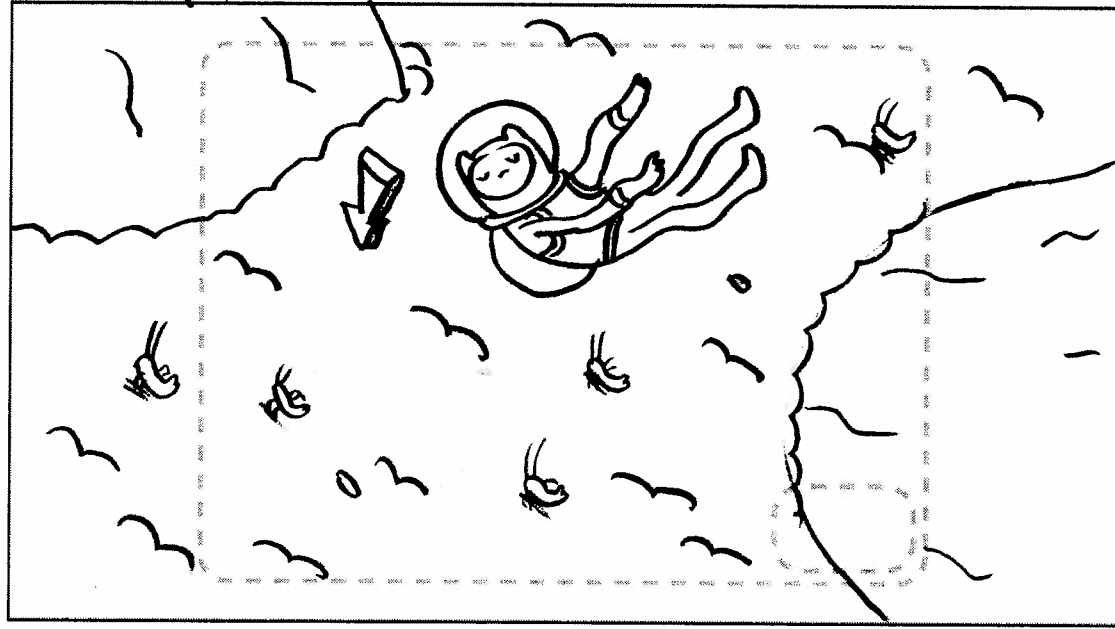
Production :

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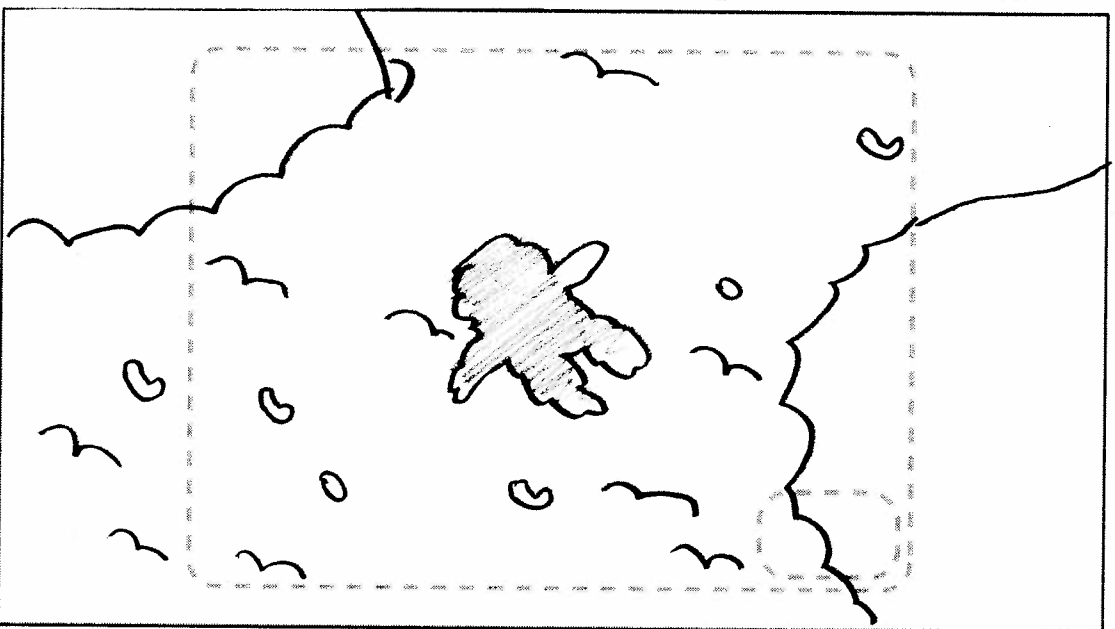
ADVENTURE TIME



Sc. 146 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action: FLOOR IS COVERED WITH SHRIMP.
Timing:

EPISODE #  
  
Production :

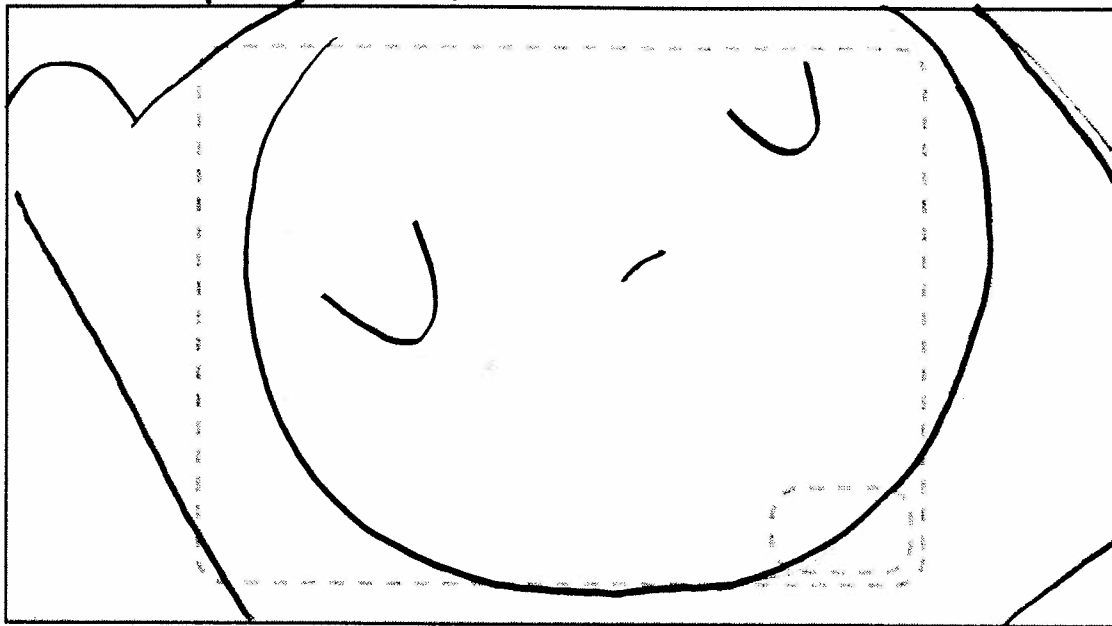
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# ADVENTURE TIME

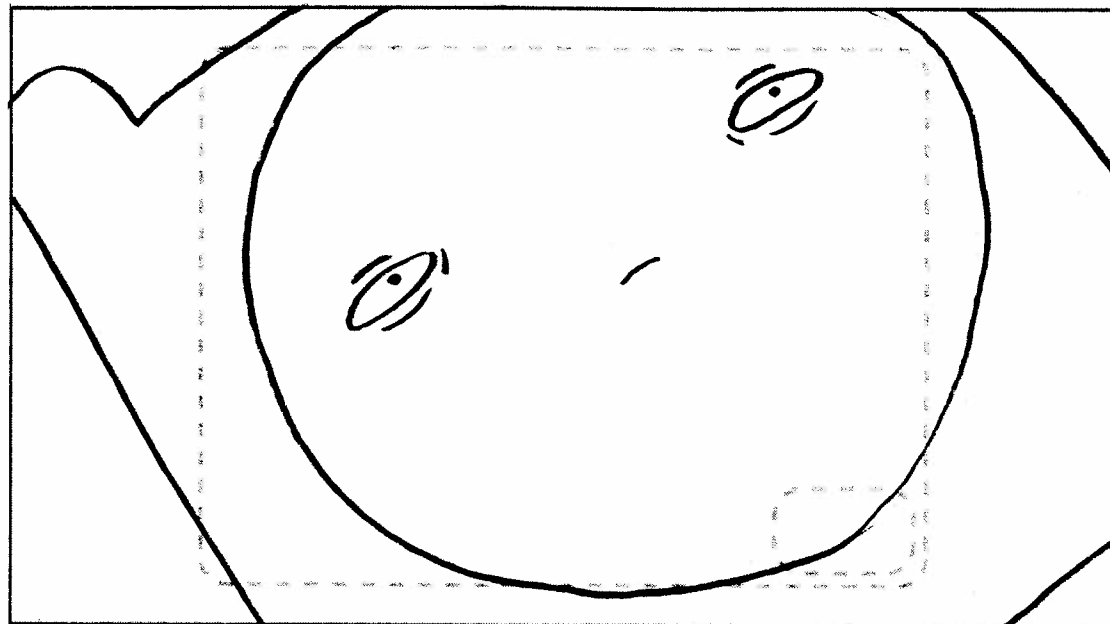


Page 184

Sc. 147 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	(SFX: SOUND OF BUGS ON GLASS)
Action:	Finn opens eyes slowly.
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME



Page 185

Sc.

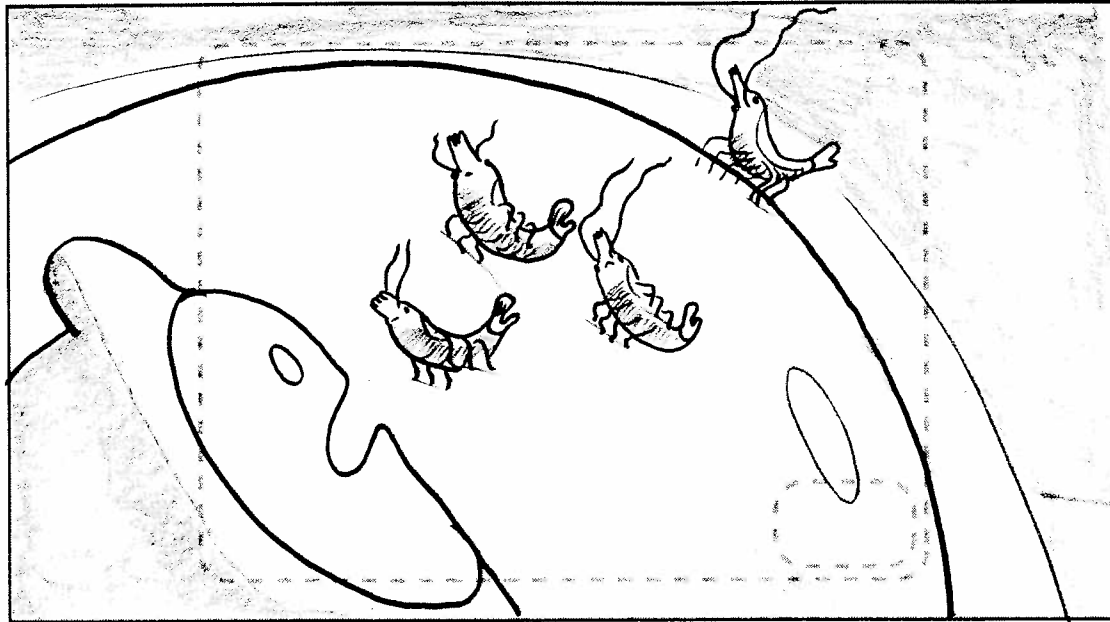
148

Pnl.

A

Bg.

day night



Sc.

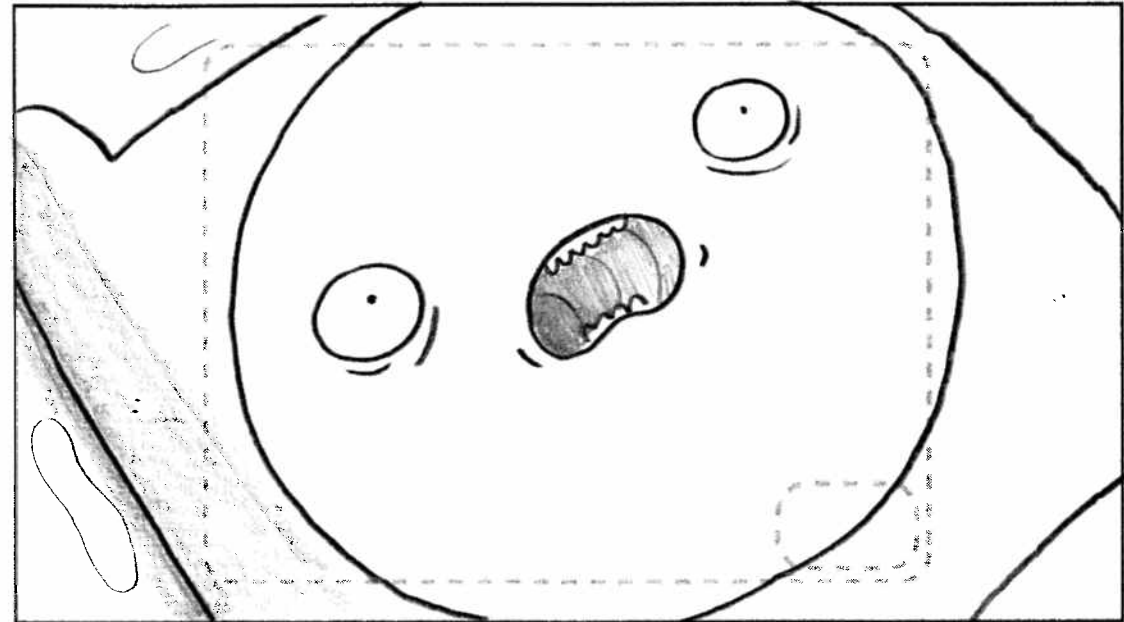
149

Pnl.

A

Bg.

day night



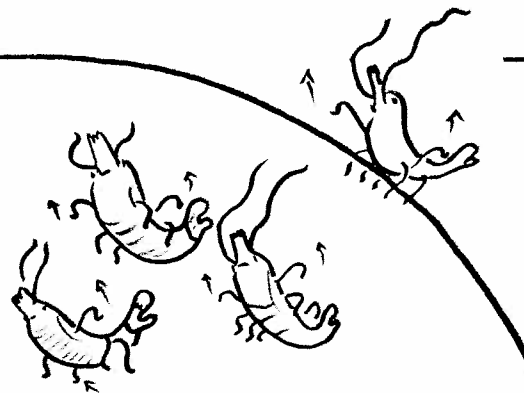
Dialog:

(J) AH!

Action:

SHRIMP ARE  
TAPPING THEIR FEET. →

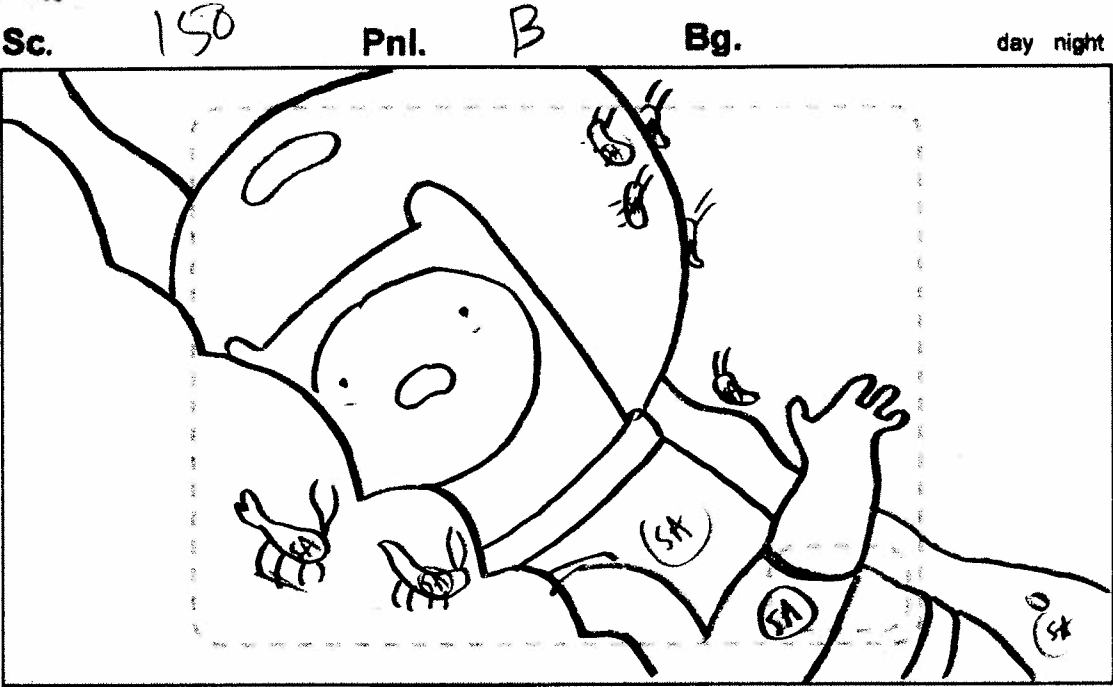
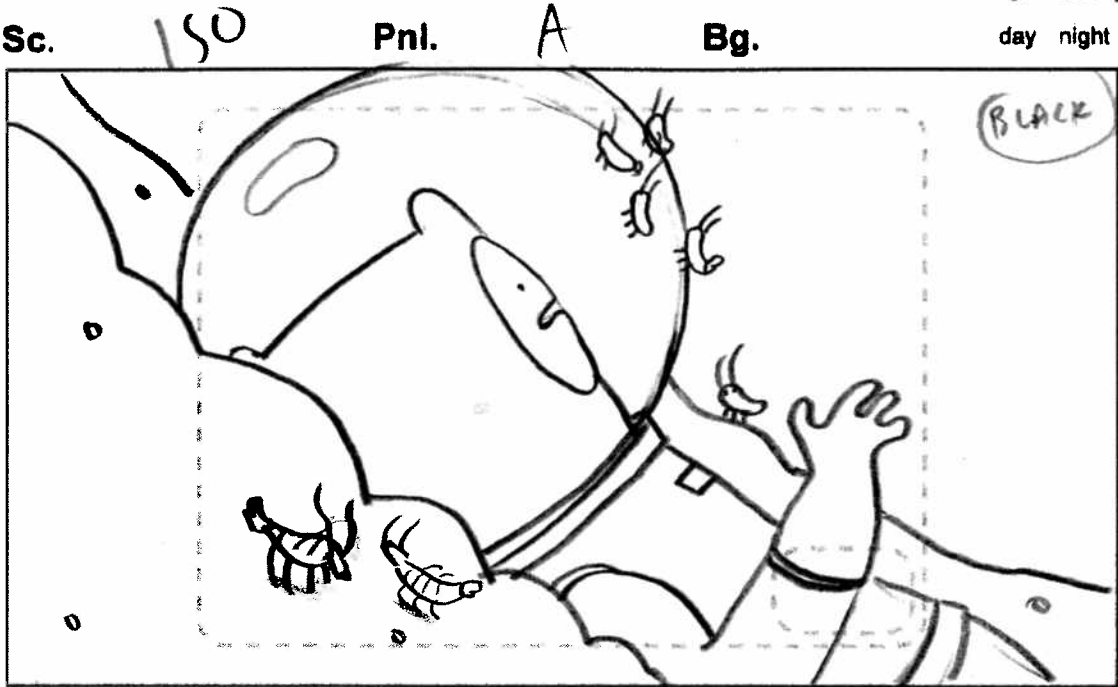
Timing:



EPISODE #

Production :

ADVENTURE TIME



Dialog:	(J) O.S. * GROAN
Action:	FIN TURNS HIS HEAD
Timing:	

EPISODE #  
  
Production :

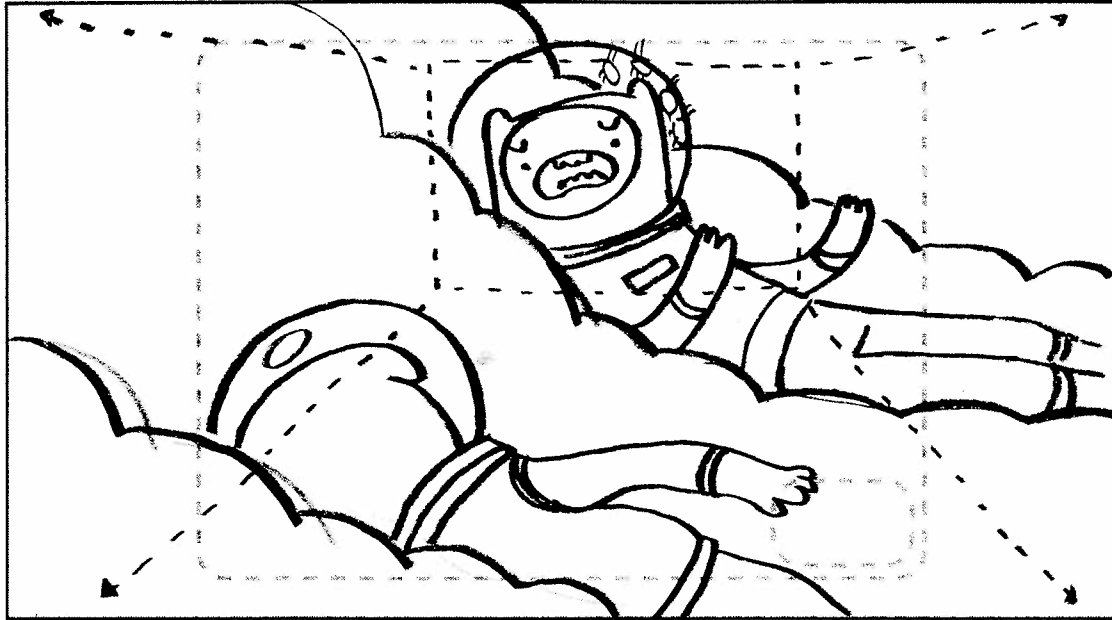
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# ADVENTURE TIME

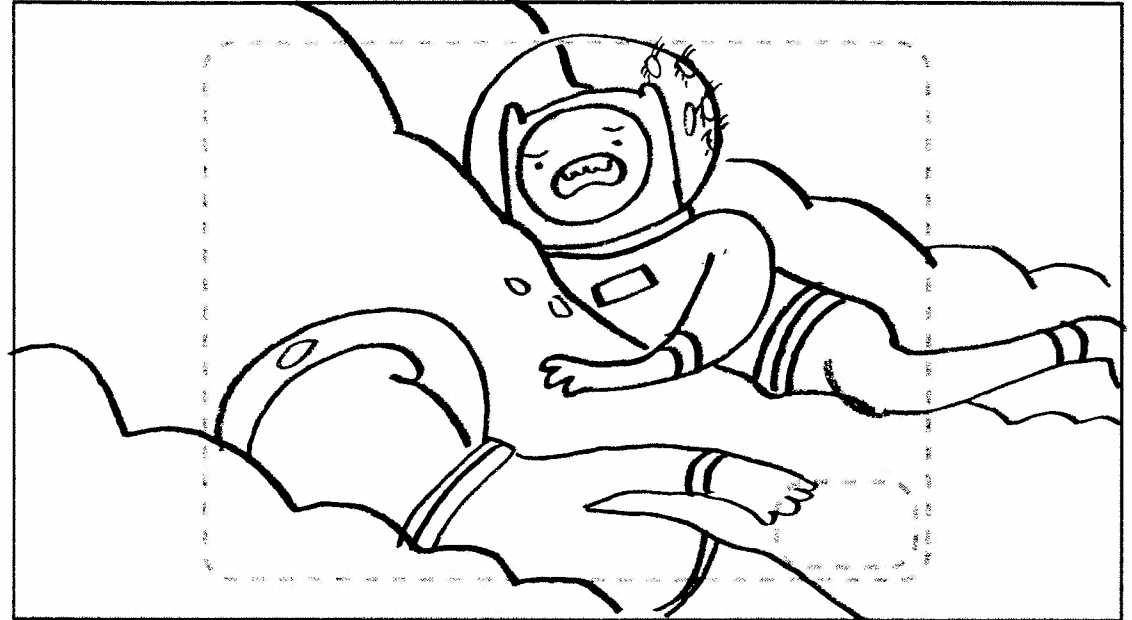



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Sc. 151 Pnl. A Bg. day night



Sc. 151 Pnl. B Bg. day night



Dialog:	<u>Ⓣ</u> <u>GASP</u>	<u>Ⓣ</u> <u>JAKE!</u>
Action:	<u>- ARM FLOATS UNCONCIOUS</u> → 	
Timing:		

EPISODE #

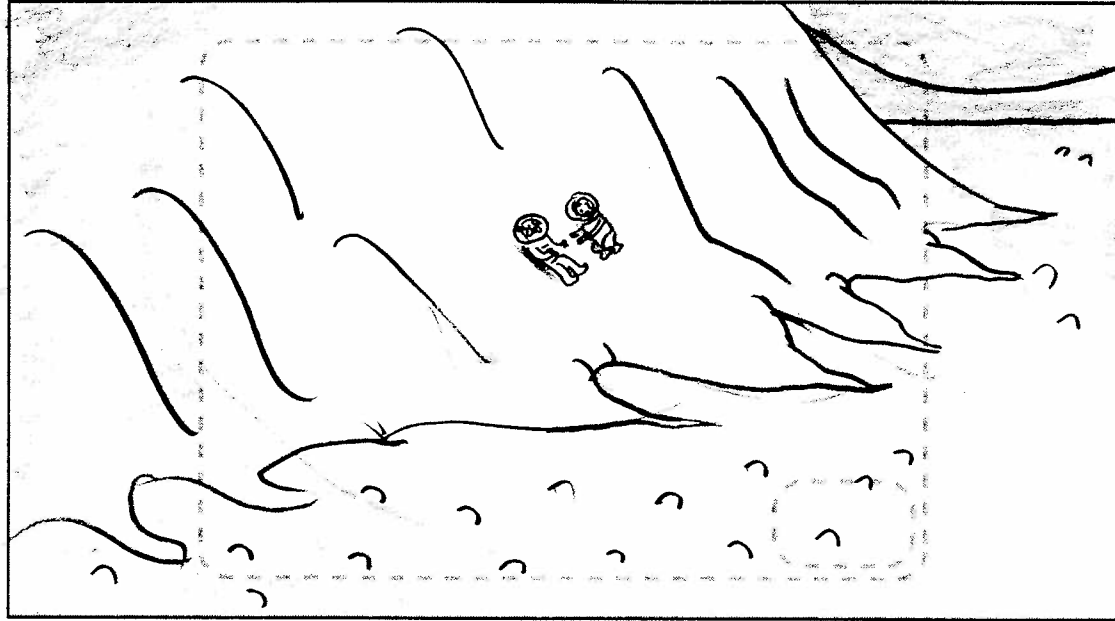
Production :

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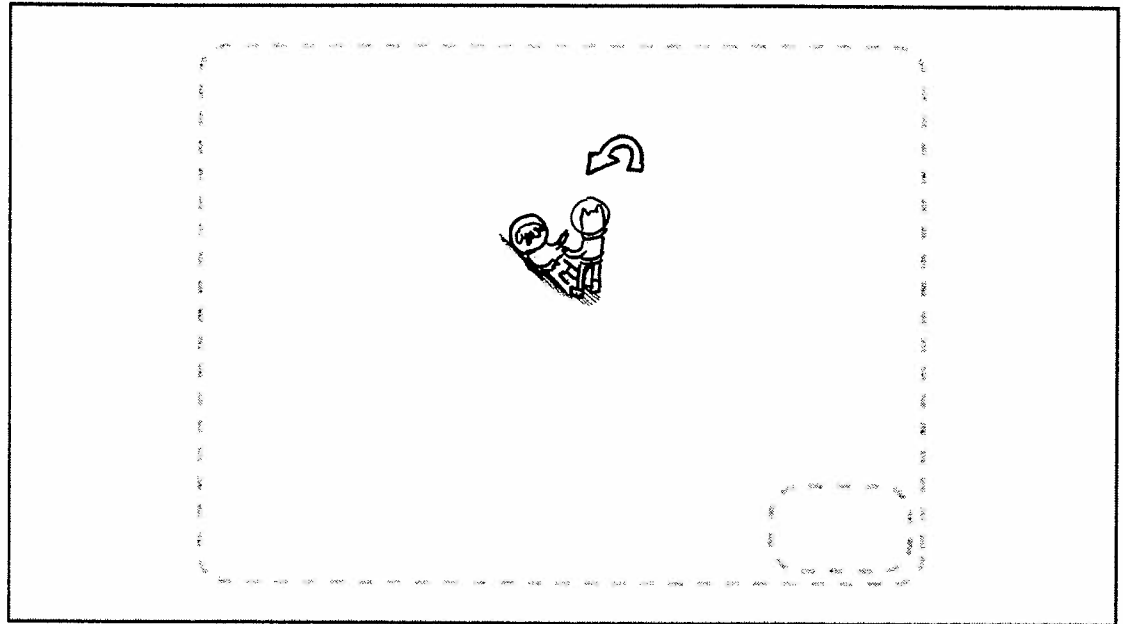
# ADVENTURE TIME



Sc. 152 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
Action:
Timing:

FIN GETS UP & WALKS TO JAKE.

EPISODE #

Production :

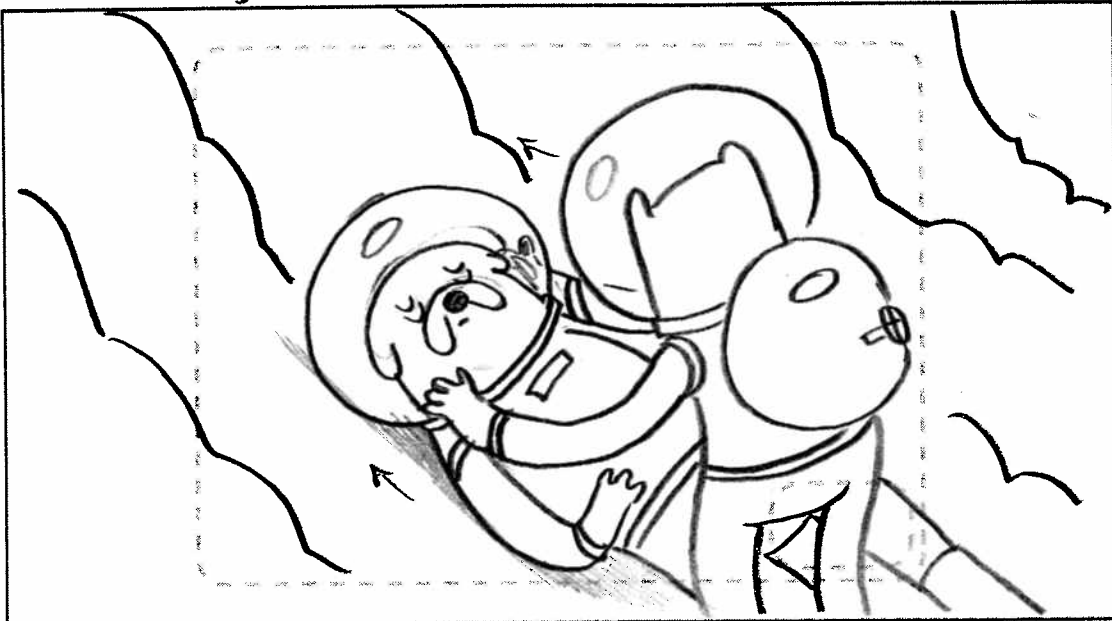


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# ADVENTURE TIME




Sc. 153 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<u>(F) JAKE!</u>	<u>(F) WAKE</u>
Action:	<u>START POSE</u> →	
Timing:		



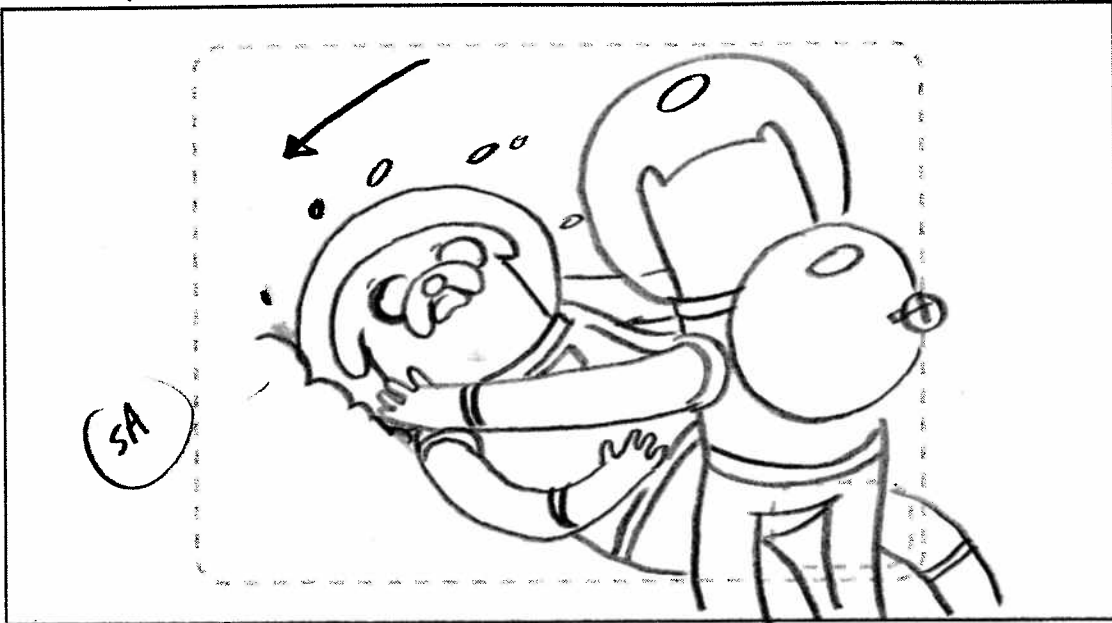
EPISODE #

Production :

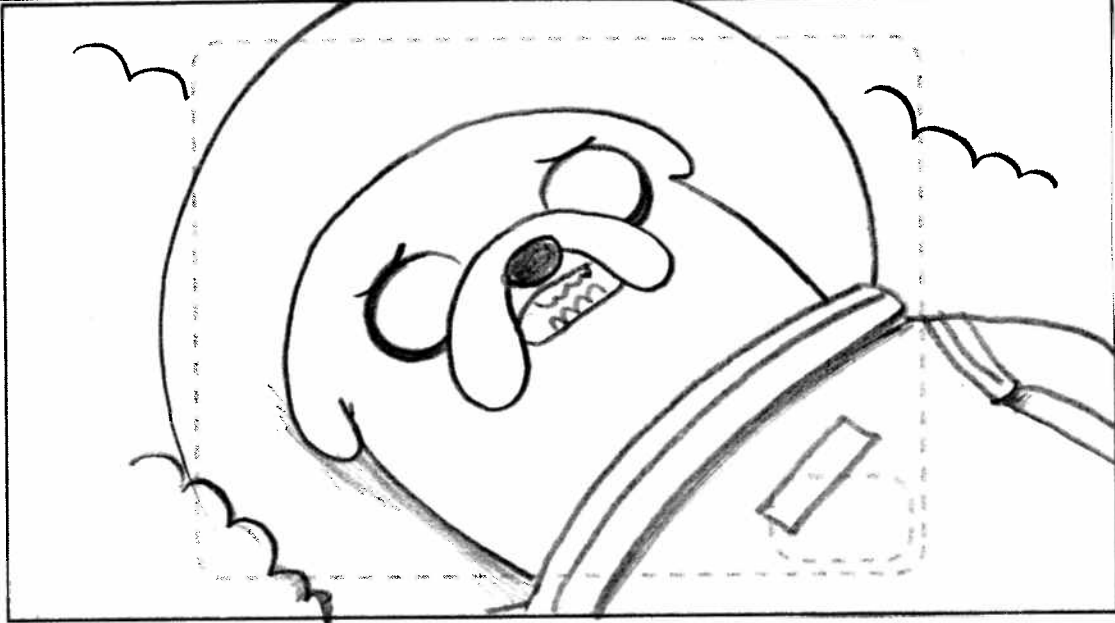
ADVENTURE TIME



Sc. 193 Pnl. C Bg. day night



Sc. 194 Pnl. A Bg. day night



Dialog:

(F) up!

(J) UGH...

Action:

SMACKS JAKE'S HEAD ON GROUND

Timing:

EPISODE #

Production :

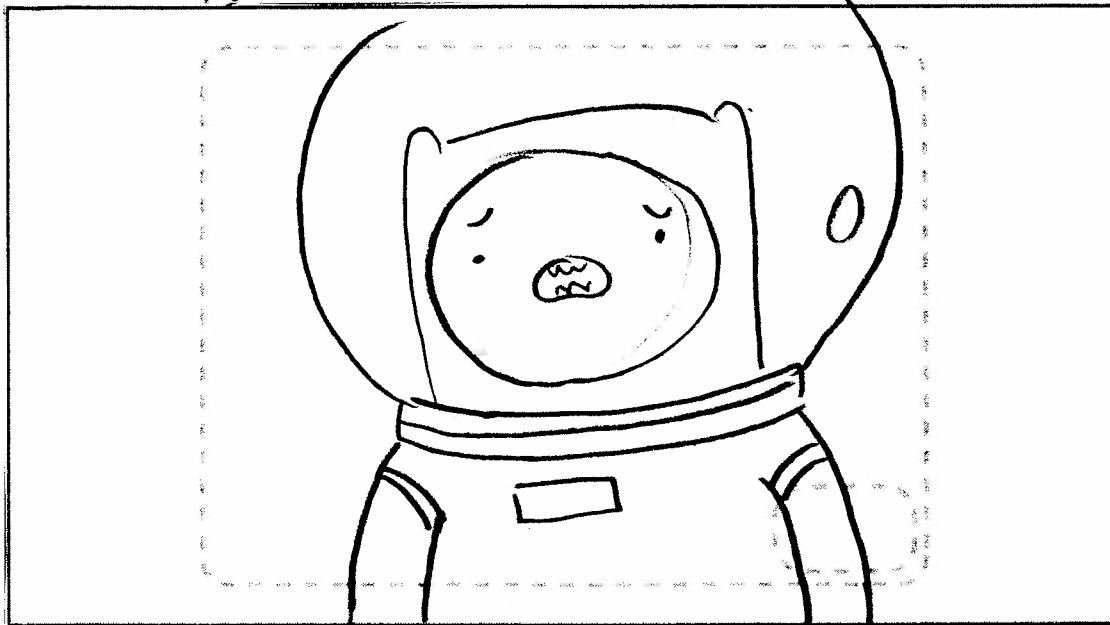
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# ADVENTURE TIME

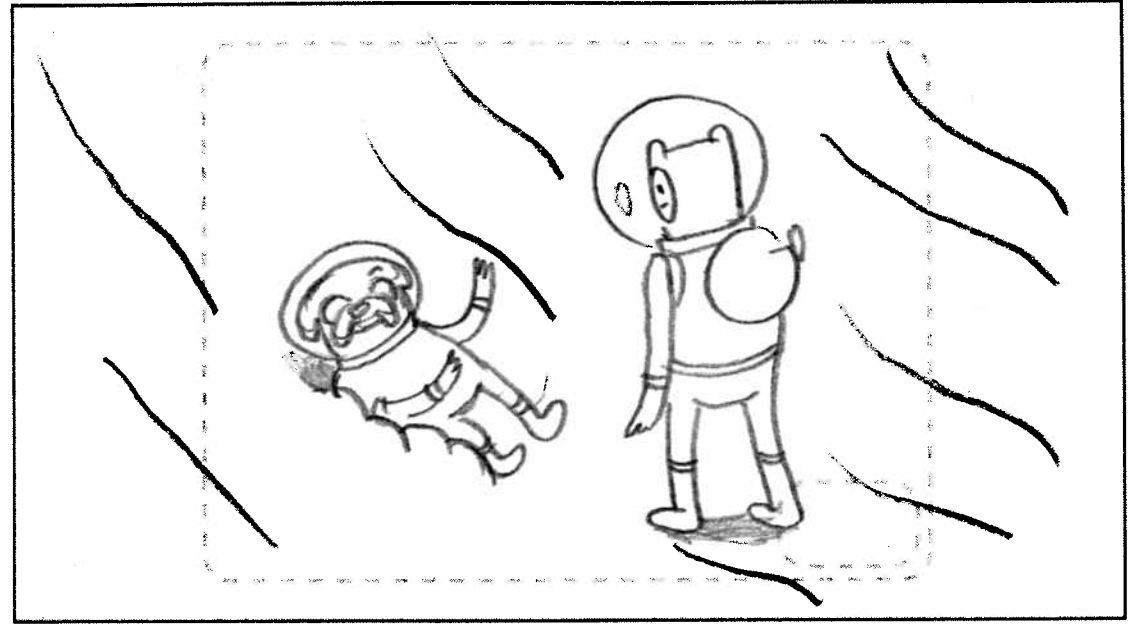


Page 191

Sc. 155 Pnl. A Bg. day night



Sc. 156 Pnl. A Bg. day night



Dialog:

(F) YOU OK DUDE.

Action:

Timing:

(J): YEAH MAN... wait...  
FINN! YOU DID IT!  
YOU CONQUERED YOUR FEAR!

EPISODE #

Production :

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# ADVENTURE TIME



Page 192

Sc.

157

Pnl.

A

Bg.

day night

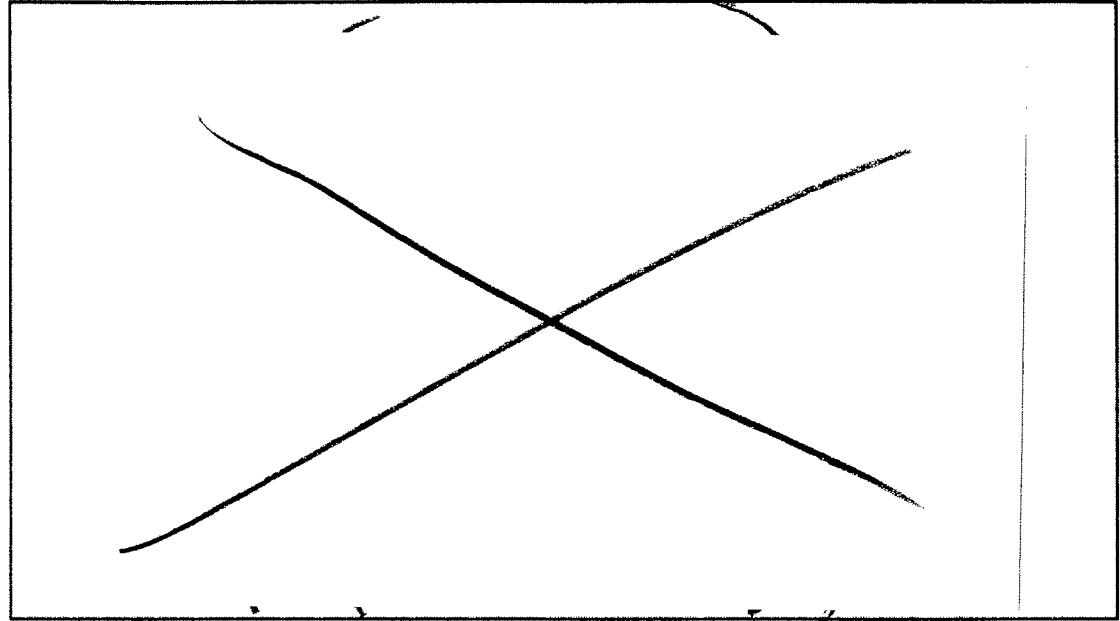
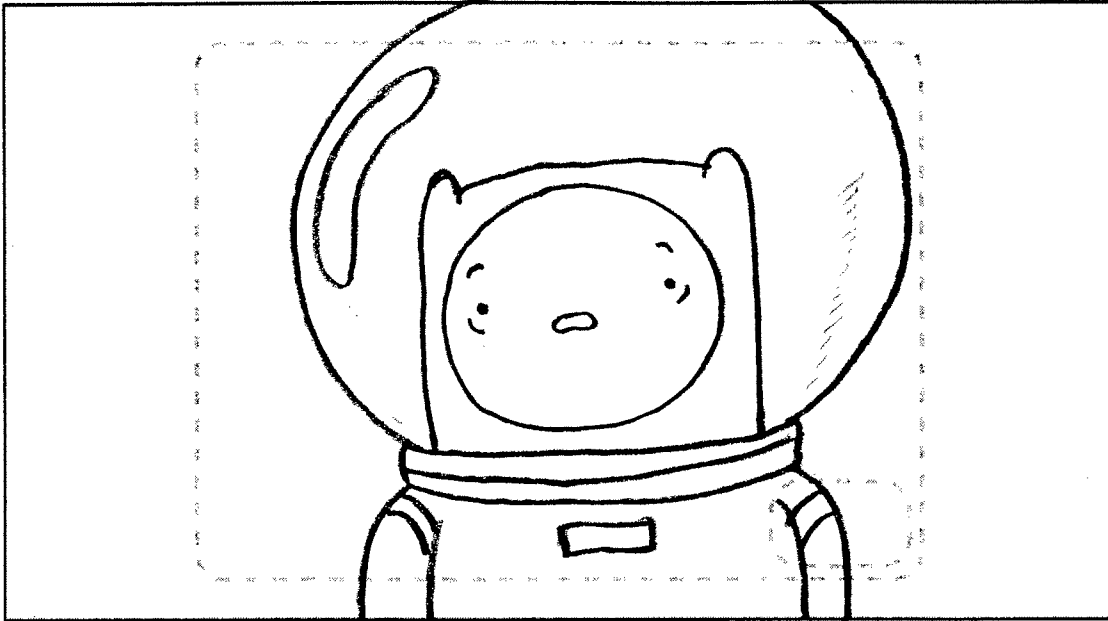
Sc.

Pnl.

~~44~~

Bg.

day night

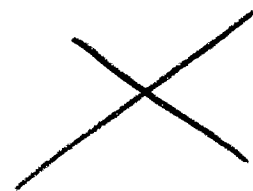


Dialog:

(F)

WHAT?

(F)



m

Action:

REALIZE

Timing:

EPISODE #

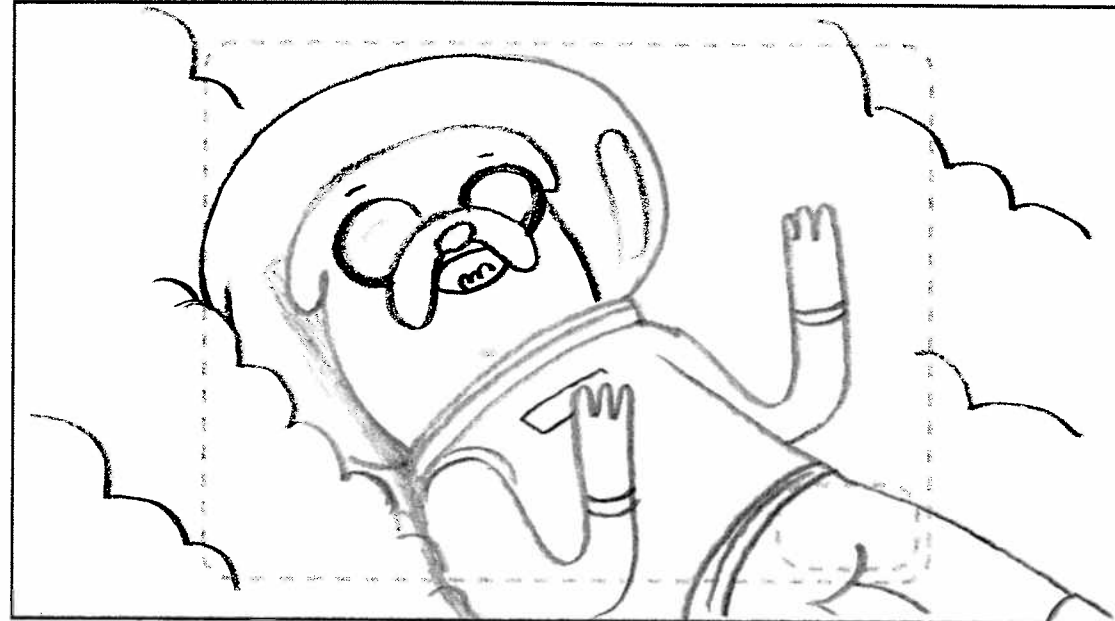
Production :

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# ADVENTURE TIME



Sc. 158 Pnl. A Bg. day night



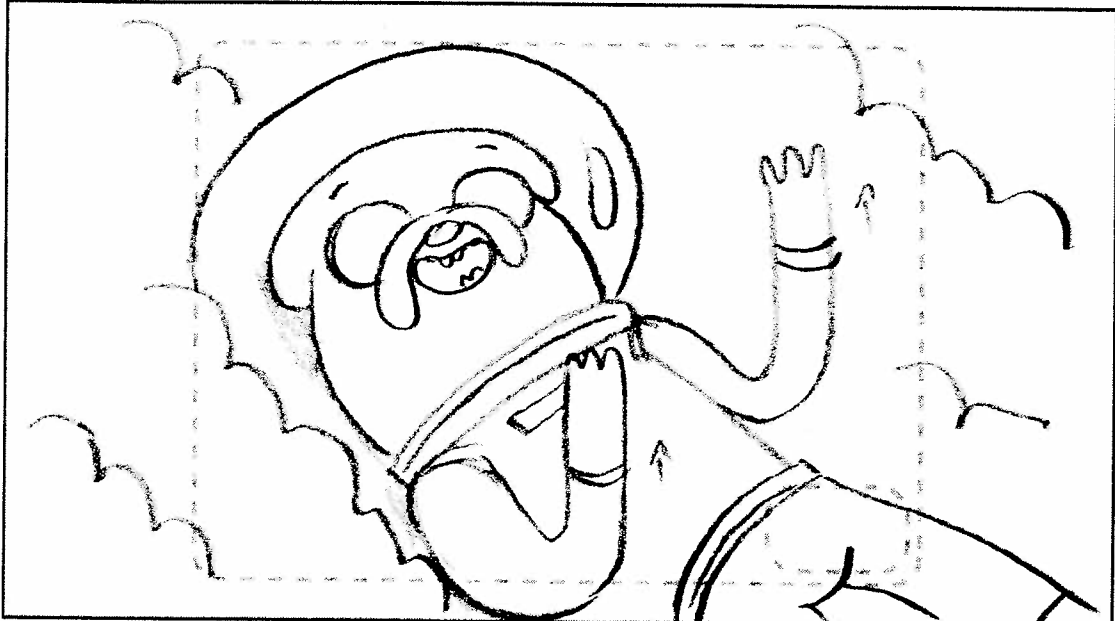
Dialog:

Action:

Timing:

(J) YOU'RE AT THE BOTTOM OF THE OCEAN!

Sc. Pnl. B Bg. day night



(J) LET'S CELEBRATE!

EPISODE #

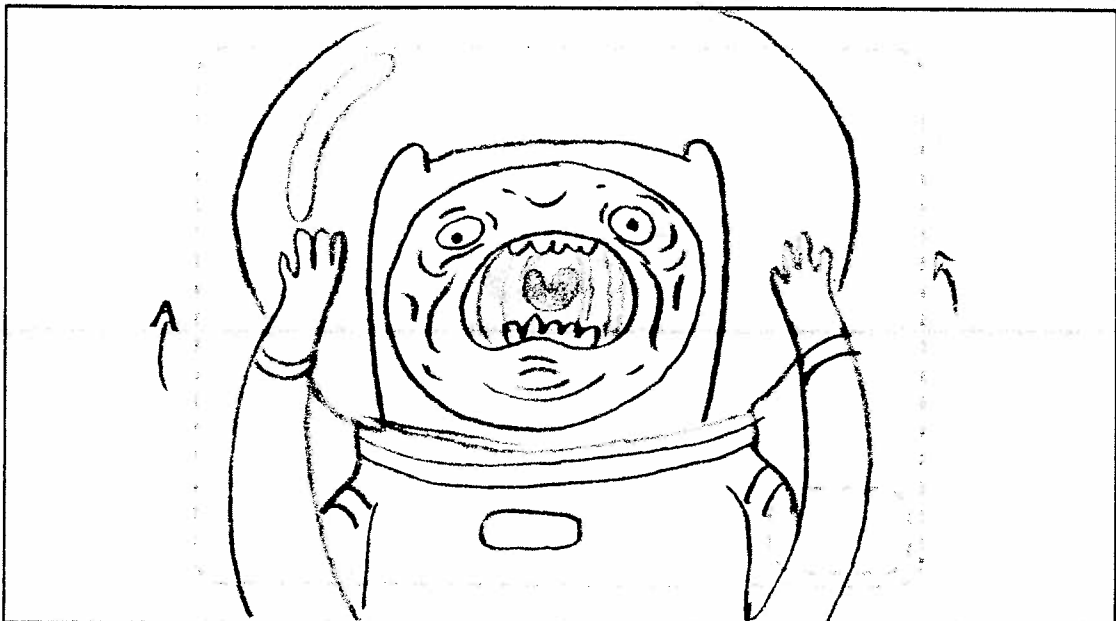
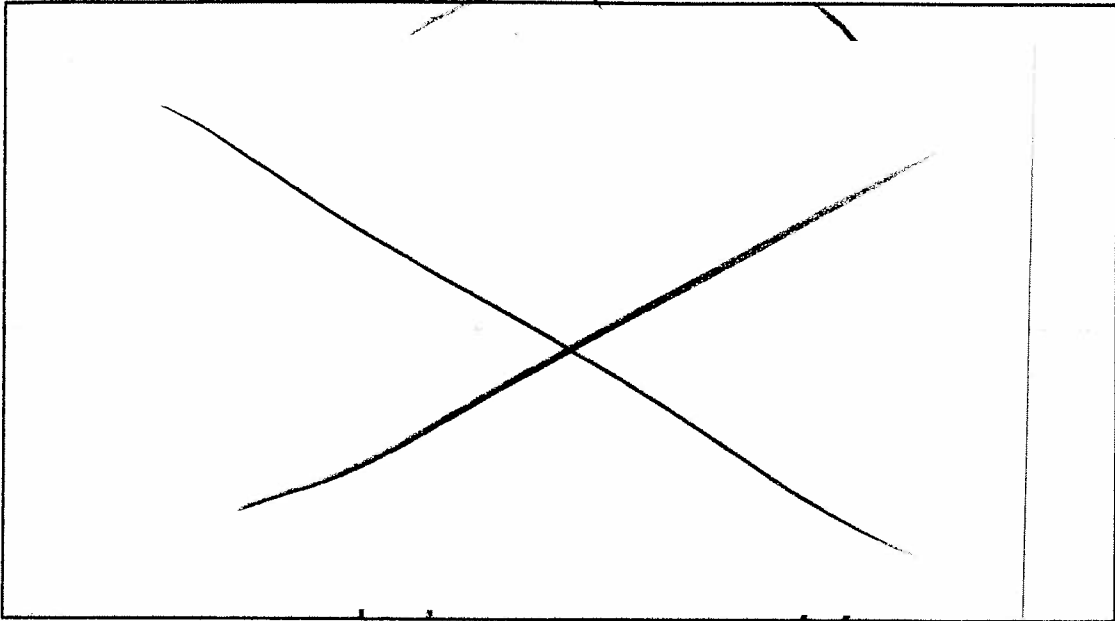
Production :

ADVENTURE TIME



Page 193A

Sc. ~~158~~ Pnl. ~~4~~ Bg. ~~1~~ day night Sc. 159A Pnl. A Bg. 1 day night



Dialog:	(F) HUGE SCREAM
Action:	<i>scribbles</i>
Timing:	

EPISODE #

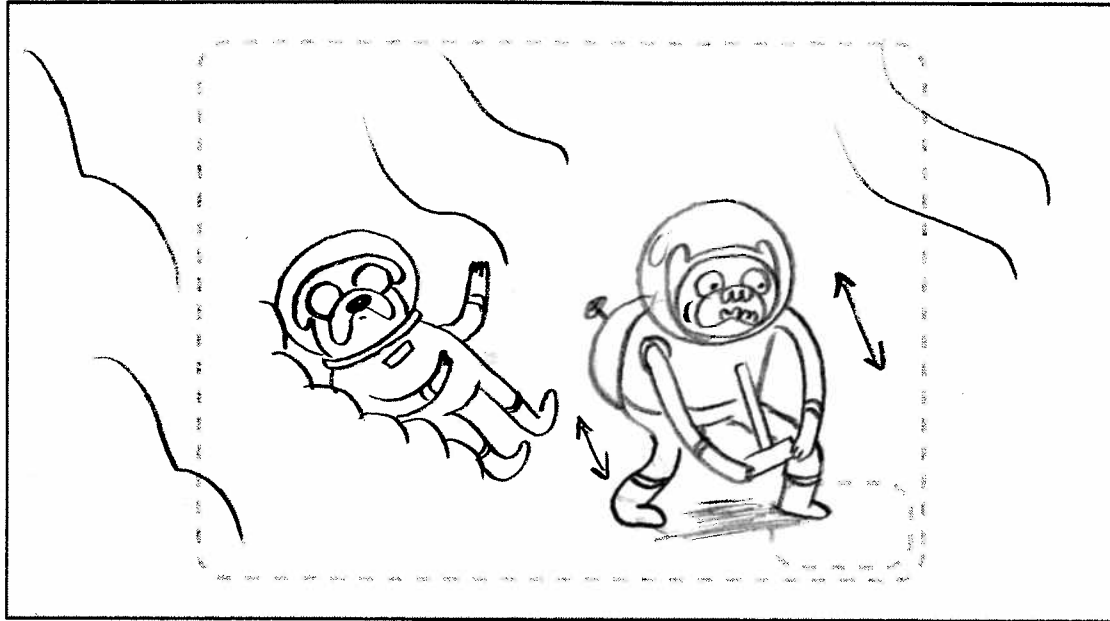
Production :

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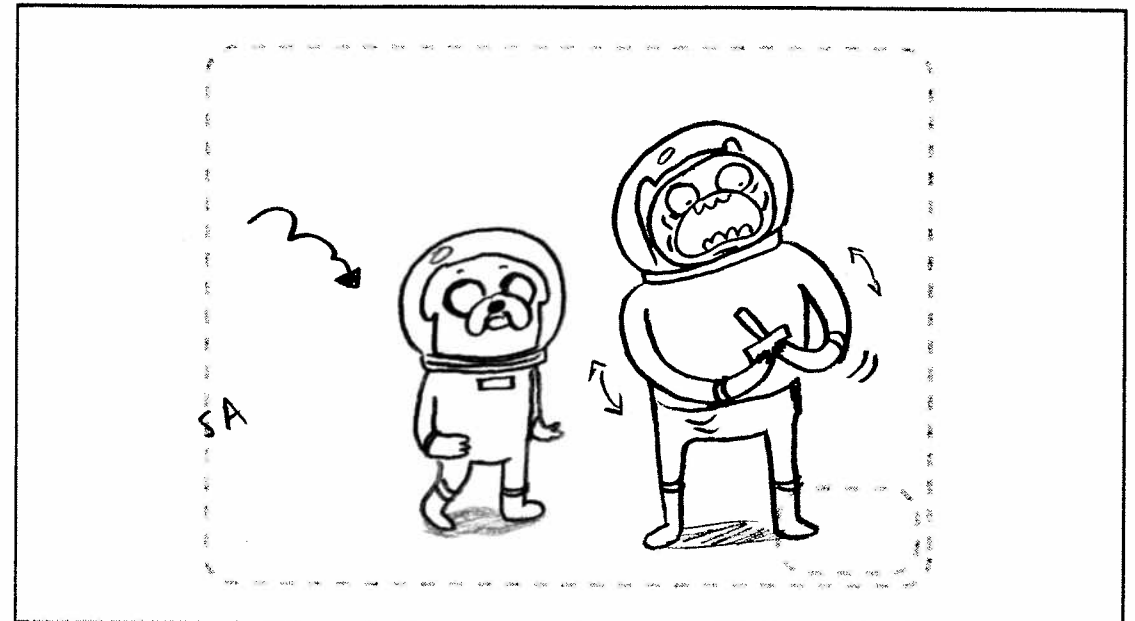
# ADVENTURE TIME



Sc. 159 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



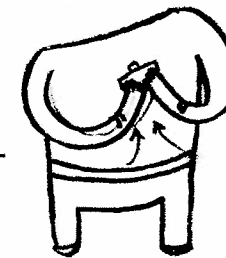
Dialog: (F) - SCREAM

(J) MAYBE WE SHOULD CELEBRATE ON LAND.

Action:



← PULLING TAB REPEATEDLY →



Timing:

EPISODE #

Production :

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# ADVENTURE TIME



Sc.

159

Pnl.

C

Bg.

day night

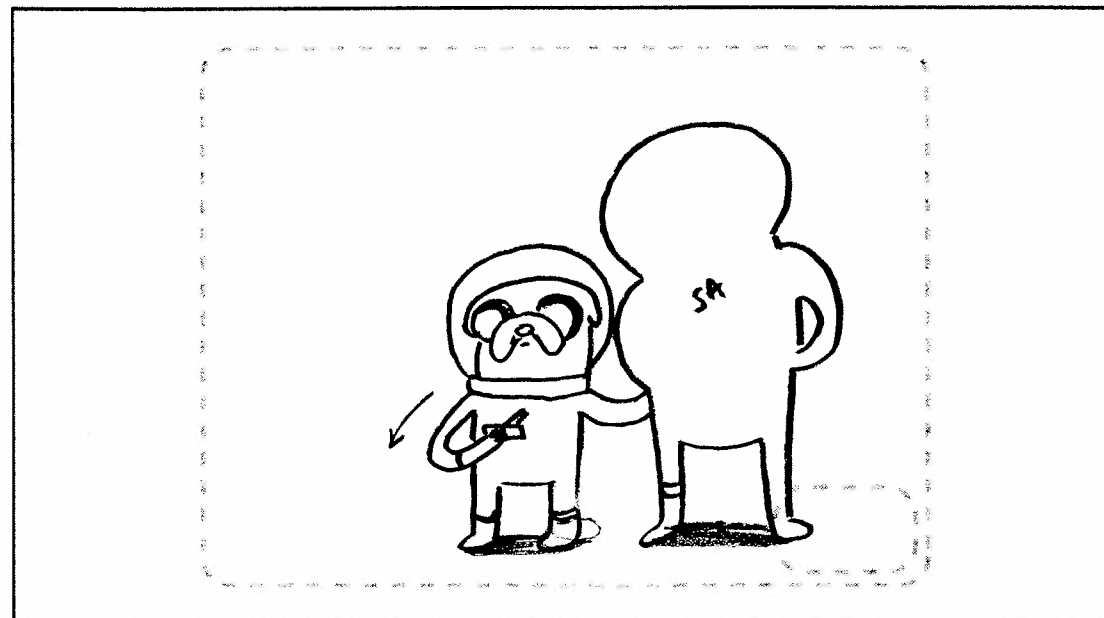
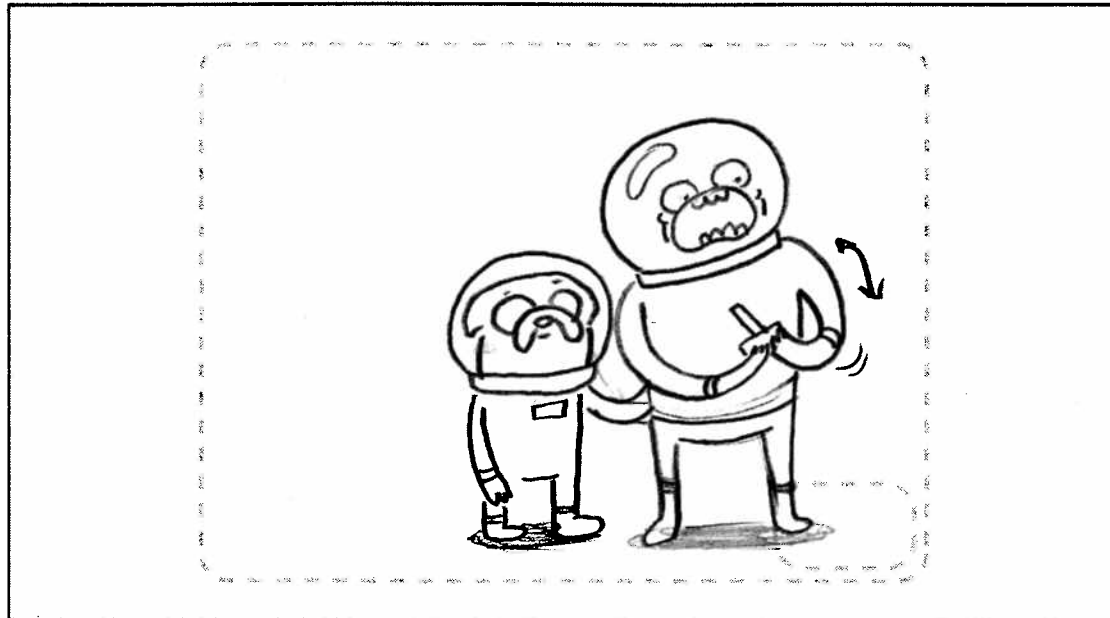
Sc.

Pnl.

D

Bg.

day night



EPISODE #

Dialog:

Action:

FINN'S HELMET FOGS UP.

(J) PULLS EMERGENCY TAB.

Timing:

Production :



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# ADVENTURE TIME

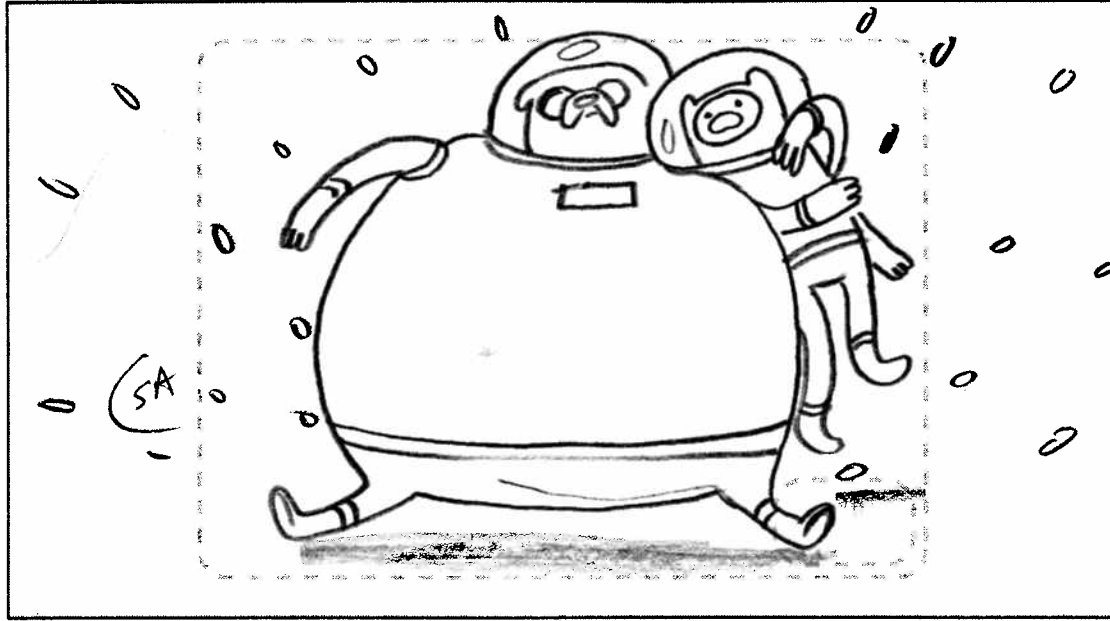


Sc. 159

Pnl. E

Bg.

day night

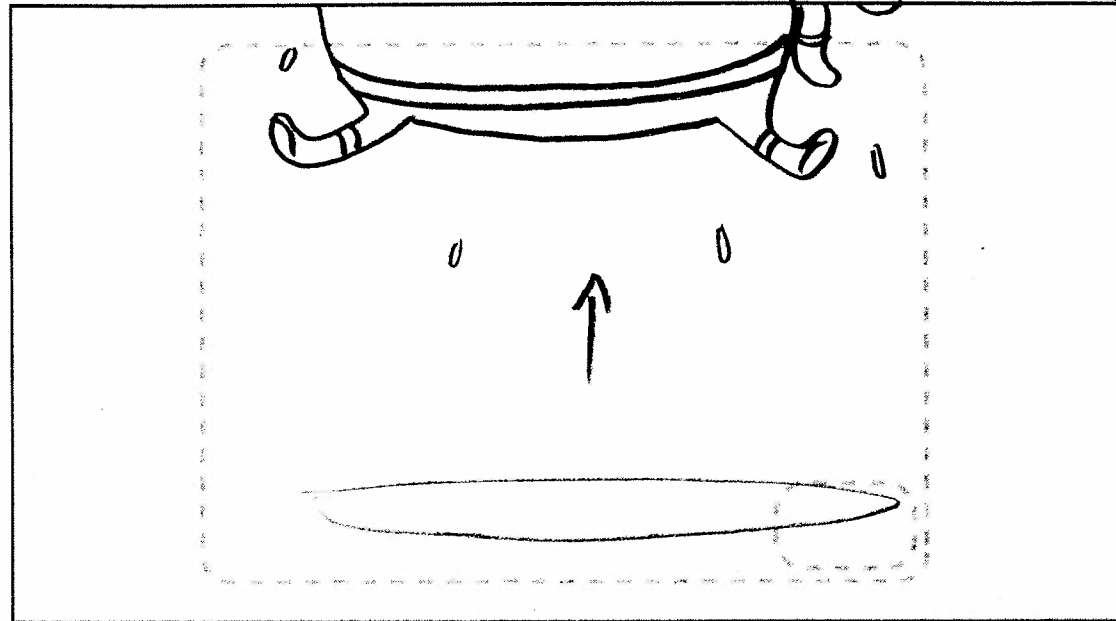


Sc. 159

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

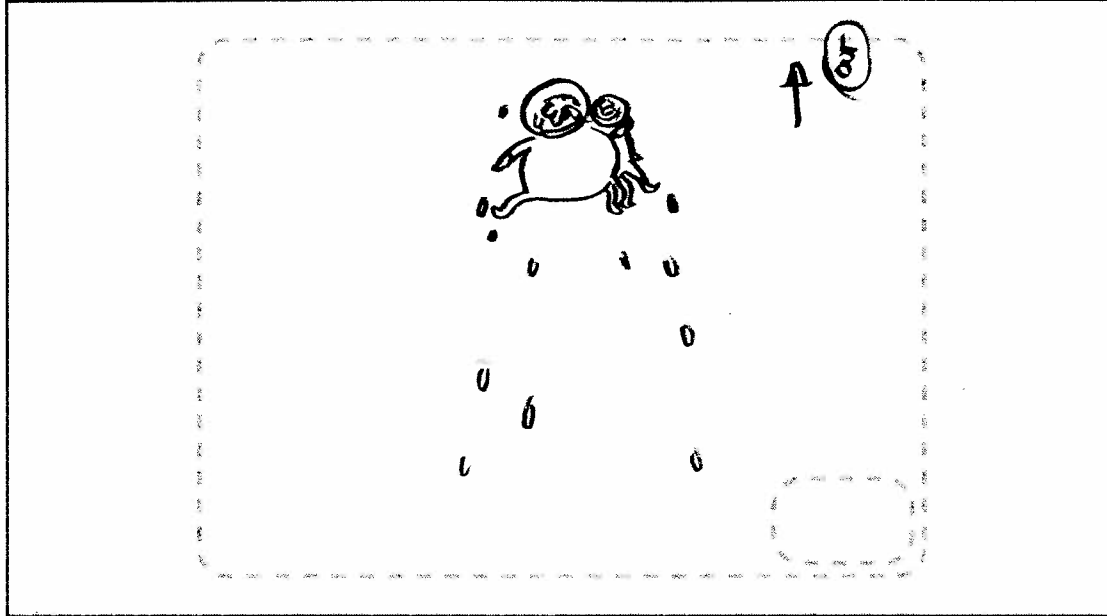
Production :

# ADVENTURE TIME

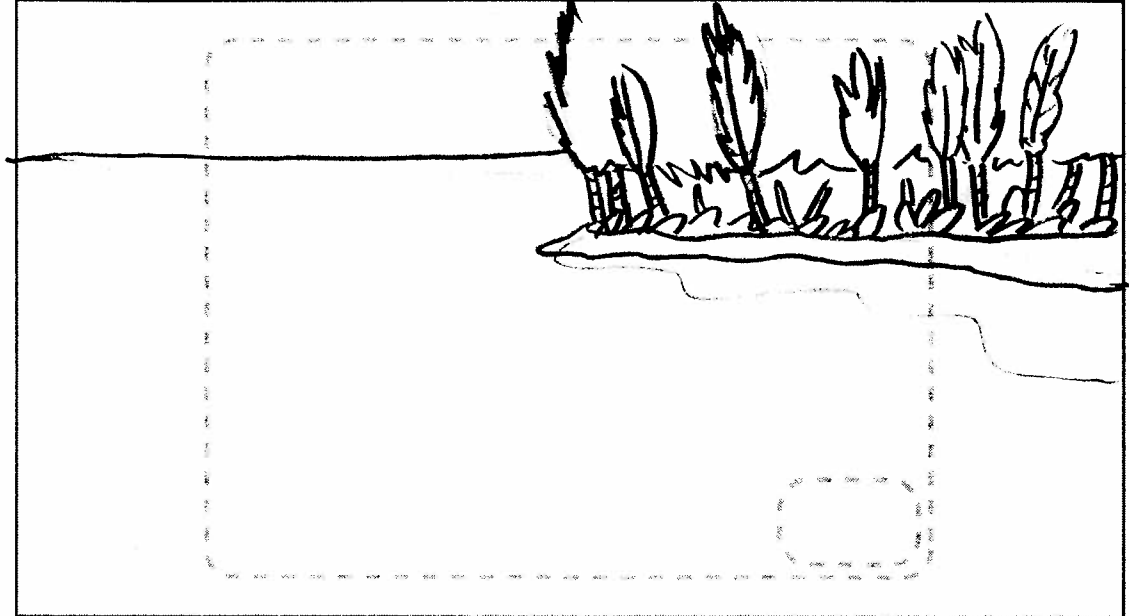


Page 197

Sc. 160 Pnl. A Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:
Action: THEY ROCKET UP TO TOP.
Timing:

EPISODE #

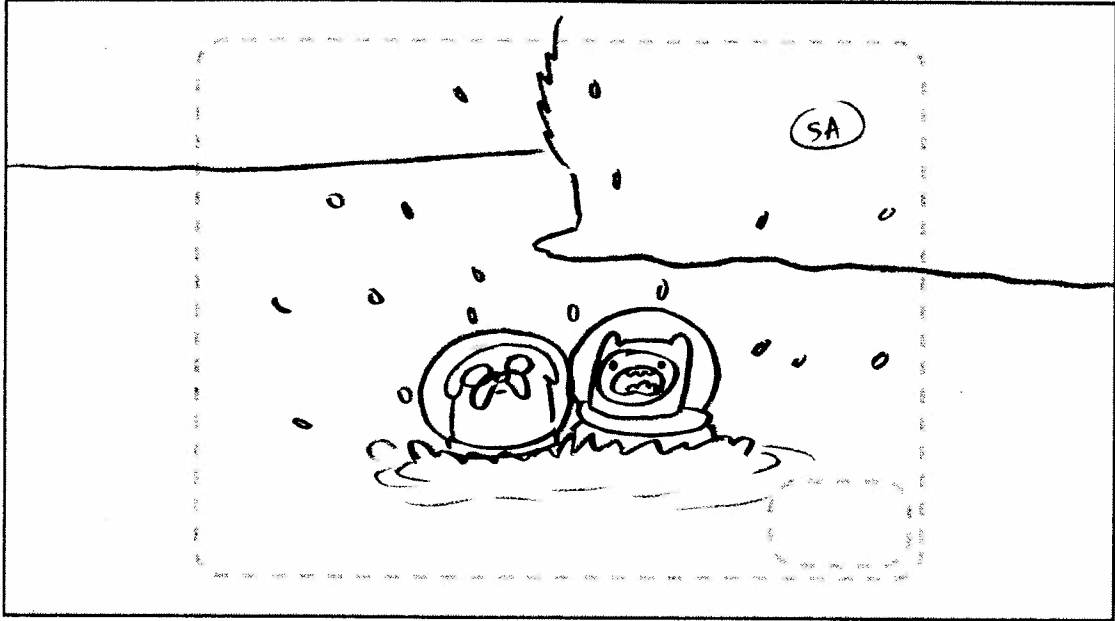
Production :

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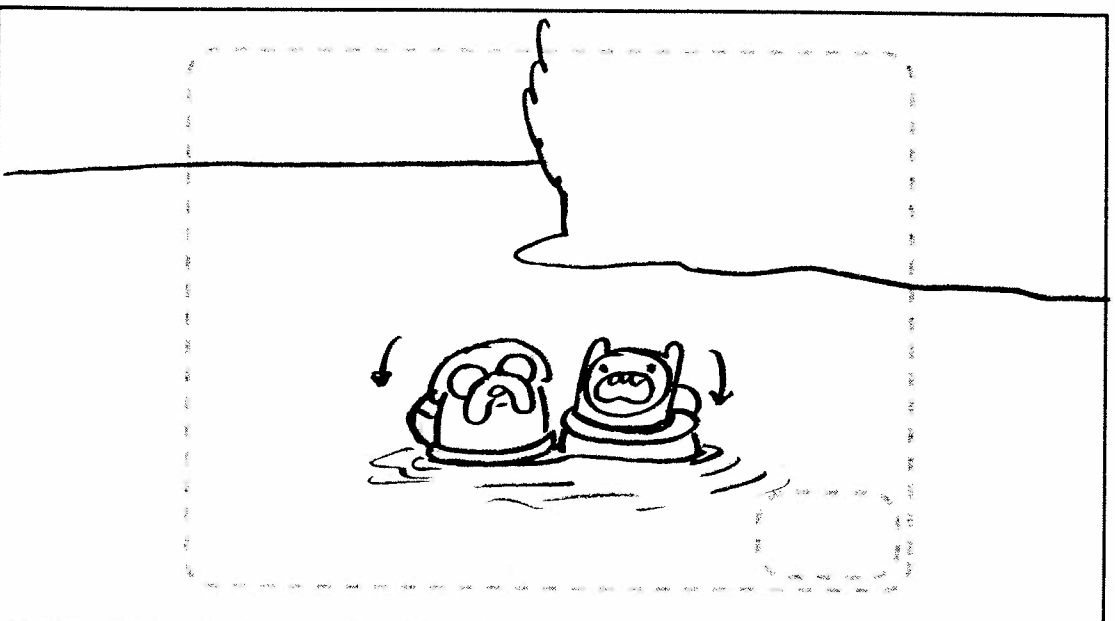
# ADVENTURE TIME



Sc. 161 Pnl. B Bg. day night



Sc. 161 Pnl. C Bg. day night



Dialog:
Action:
Timing:

HELMETS OPEN

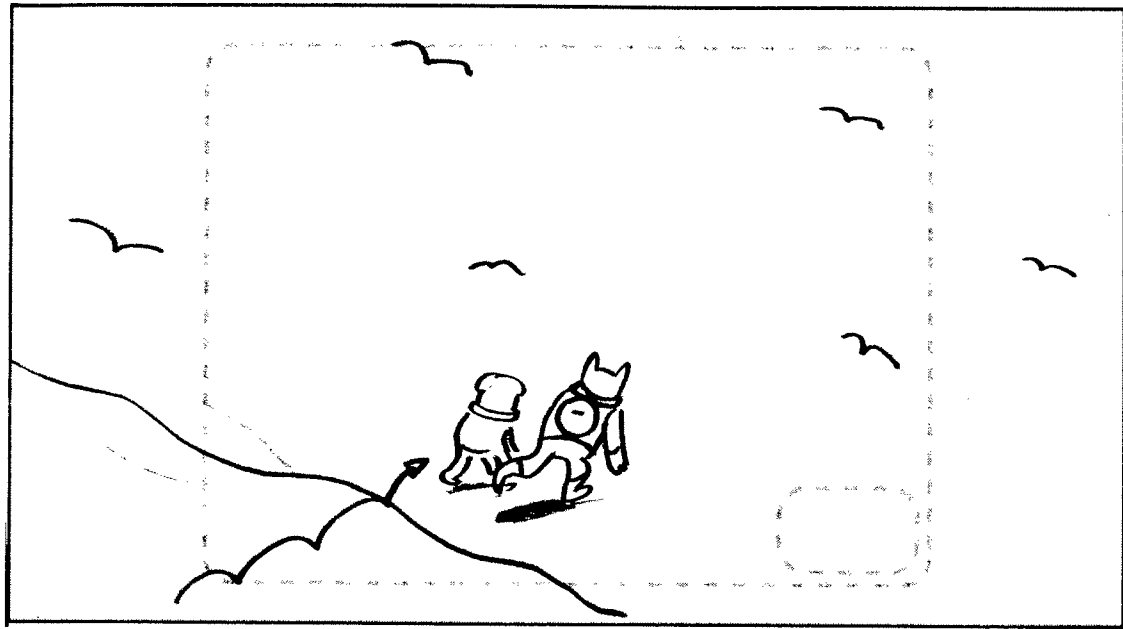
EPISODE #  
  
Production :

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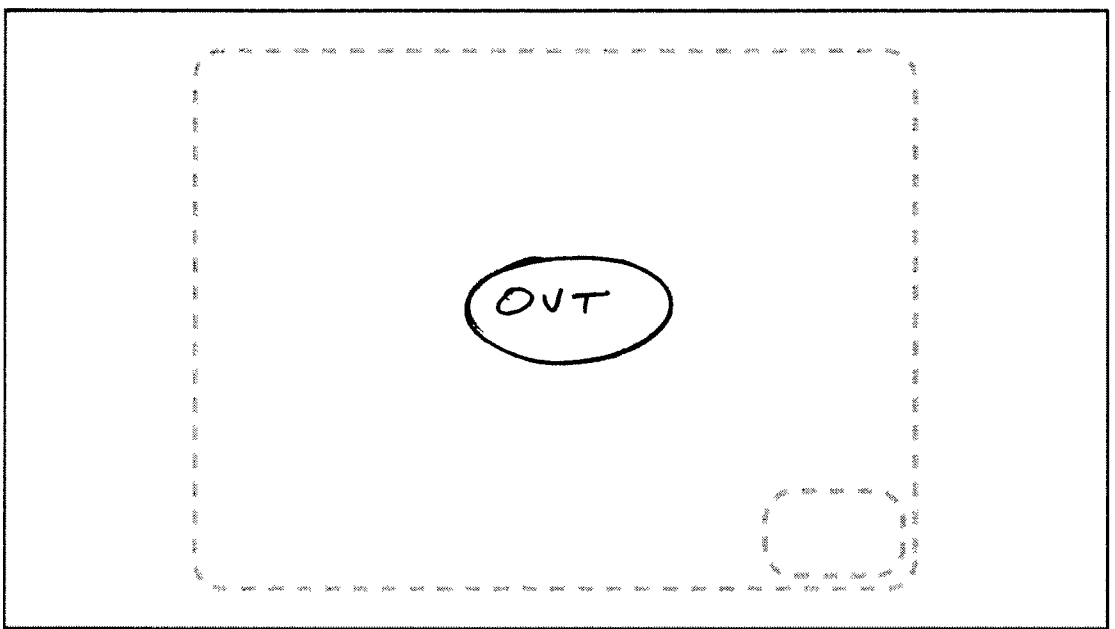
# ADVENTURE TIME



Sc. 162 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: WALK ON TO BEACH
Timing:

EPISODE #  
  
Production :

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# ADVENTURE TIME



Page 200

Sc.

162

Pnl.

B

Bg.

day night

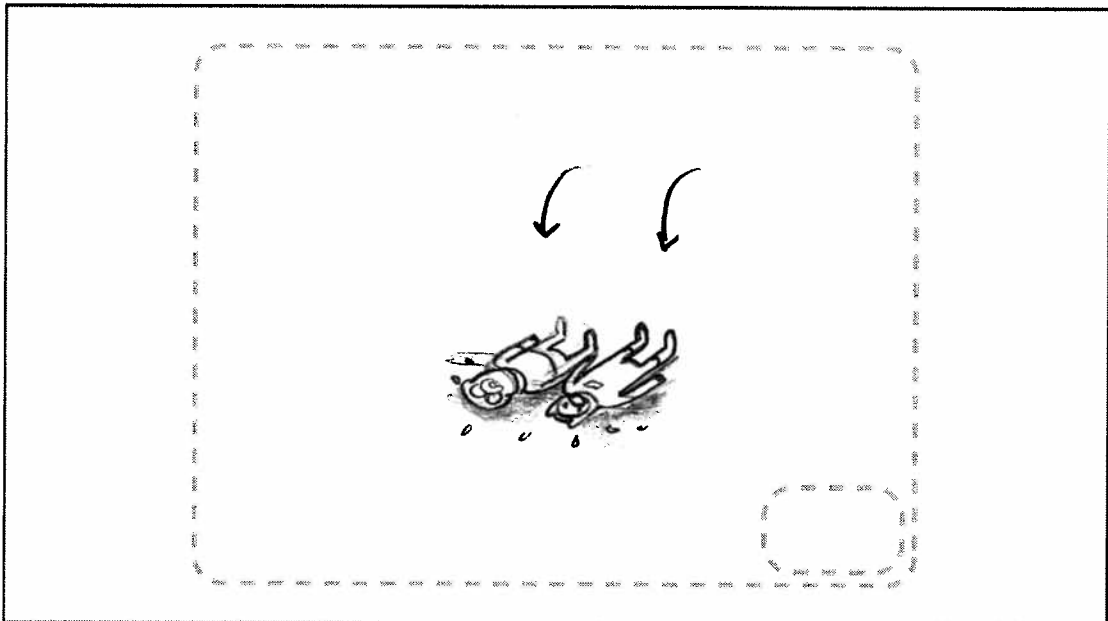
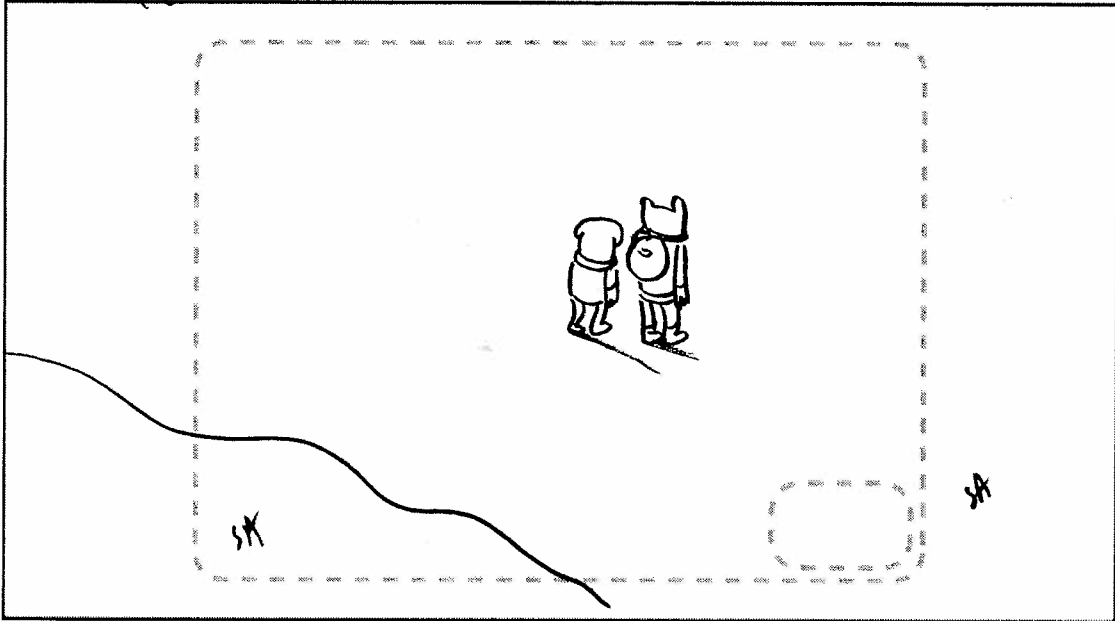
Sc.

Pnl.

C

Bg.

day night



Dialog:

Action:

STAND FOR A BEAT

FALL OVER

Timing:

EPISODE #

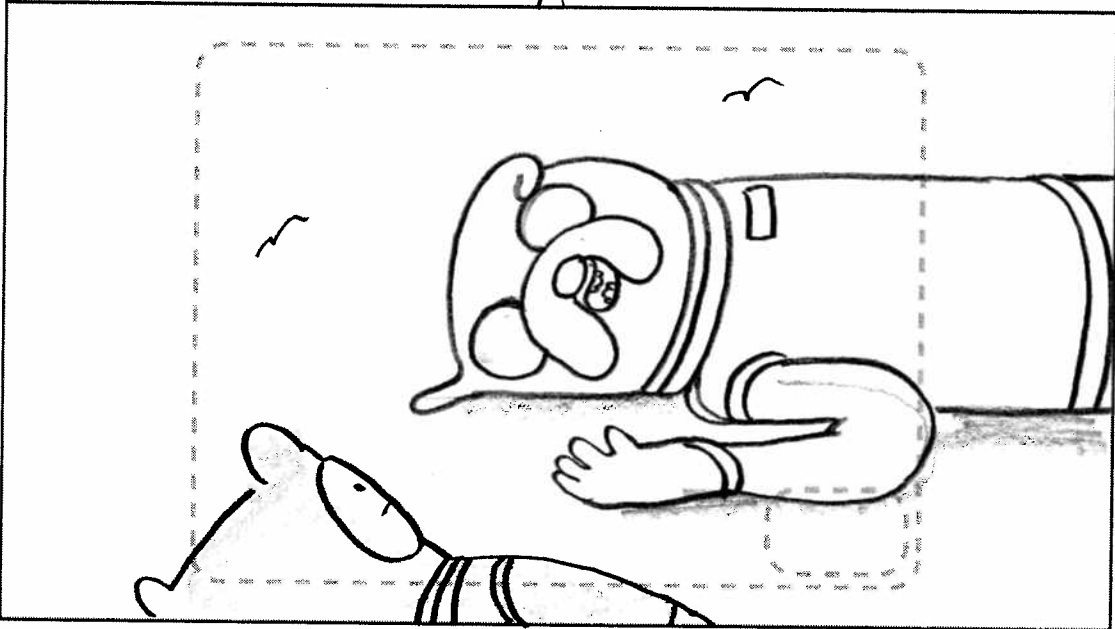
Production :

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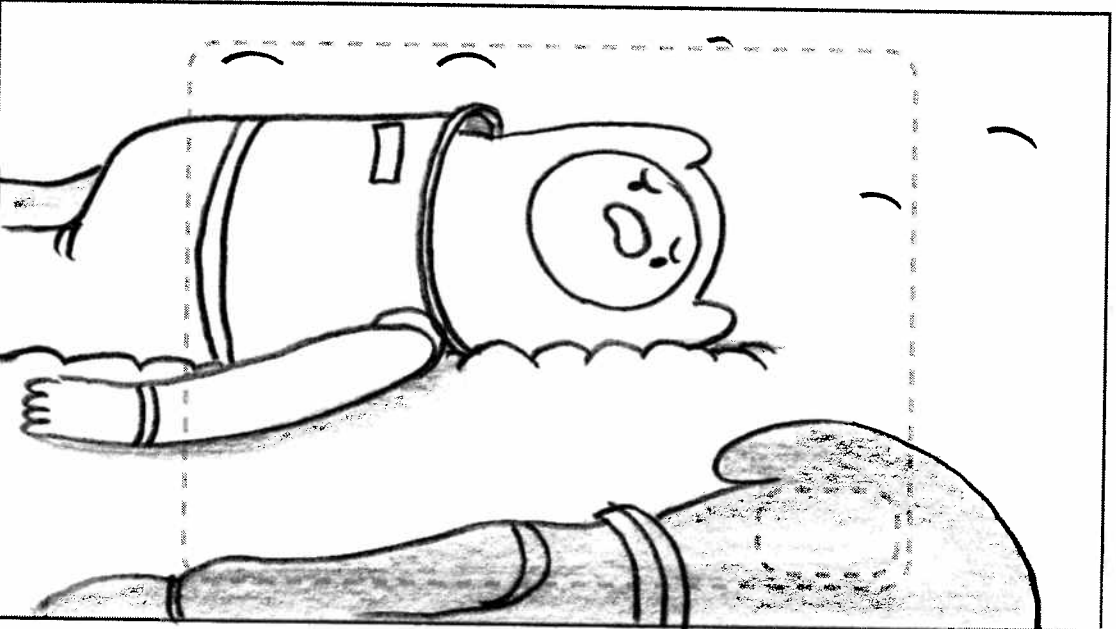
ADVENTURE TIME



Sc. 163 Pnl. A Bg. day night



Sc. 164 Pnl. A Bg. day night



Dialog:	(J) I'm PROUD OF YOU MAN, YOU DID IT.	(F) THANKS DUDE!
Action:		
Timing:		

EPISODE #

Production :

ADVENTURE TIME

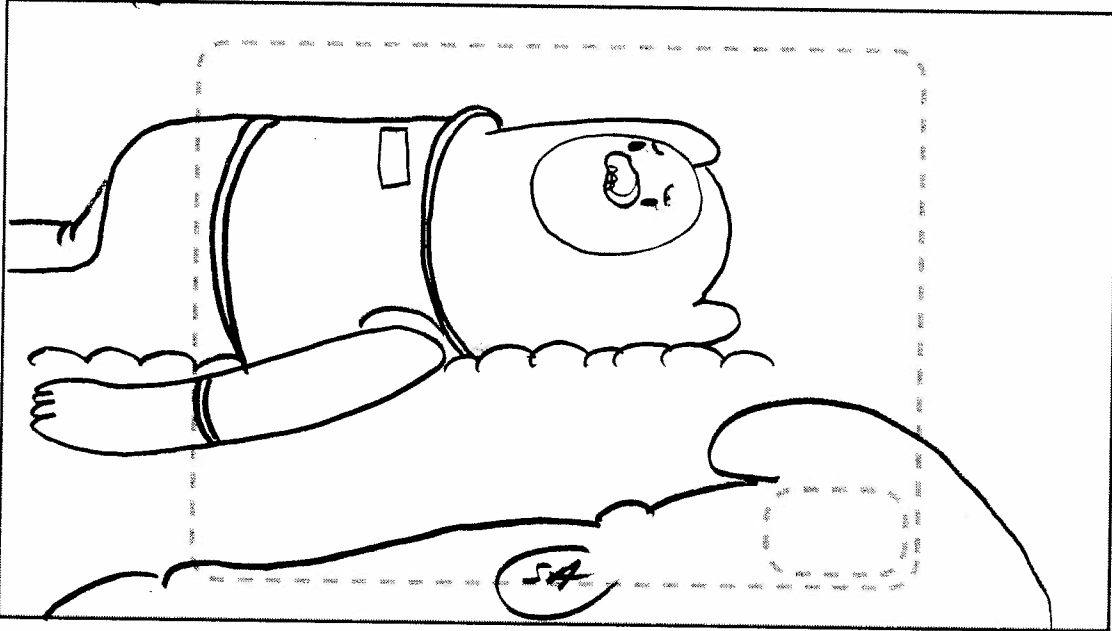


Sc. 164

Pnl. B

Bg.

day night

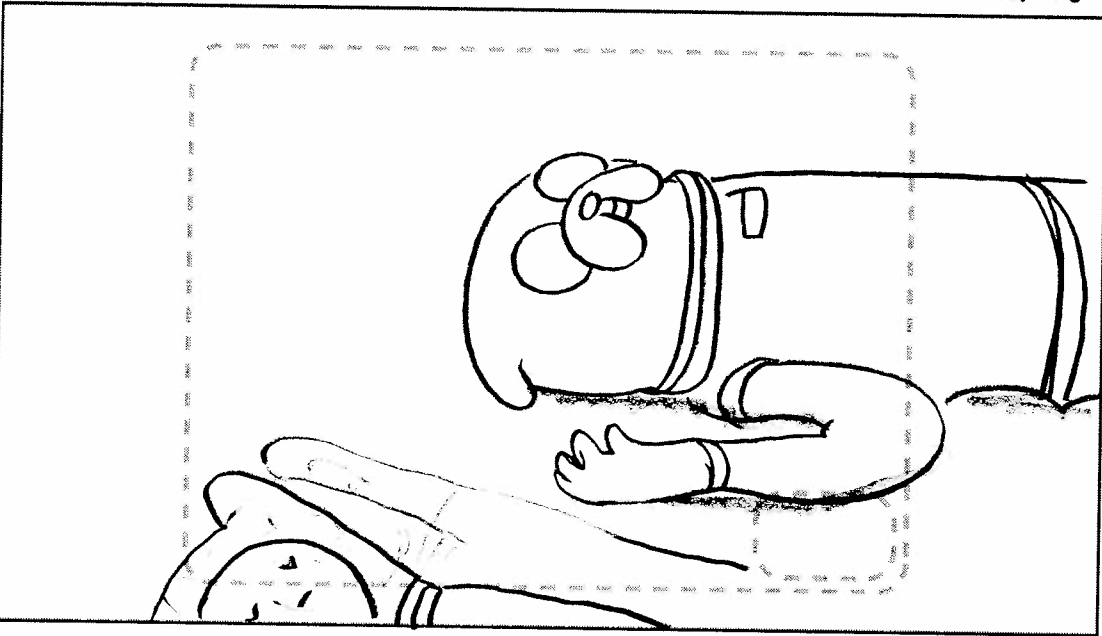


Sc. 165

Pnl. A

Bg.

day night



Dialog:	Ⓕ I'M JUST GONNA RELAX HERE A MINUTE.	Ⓖ YEAH MAN JUST RELAX.
Action:		
Timing:		

EPISODE #

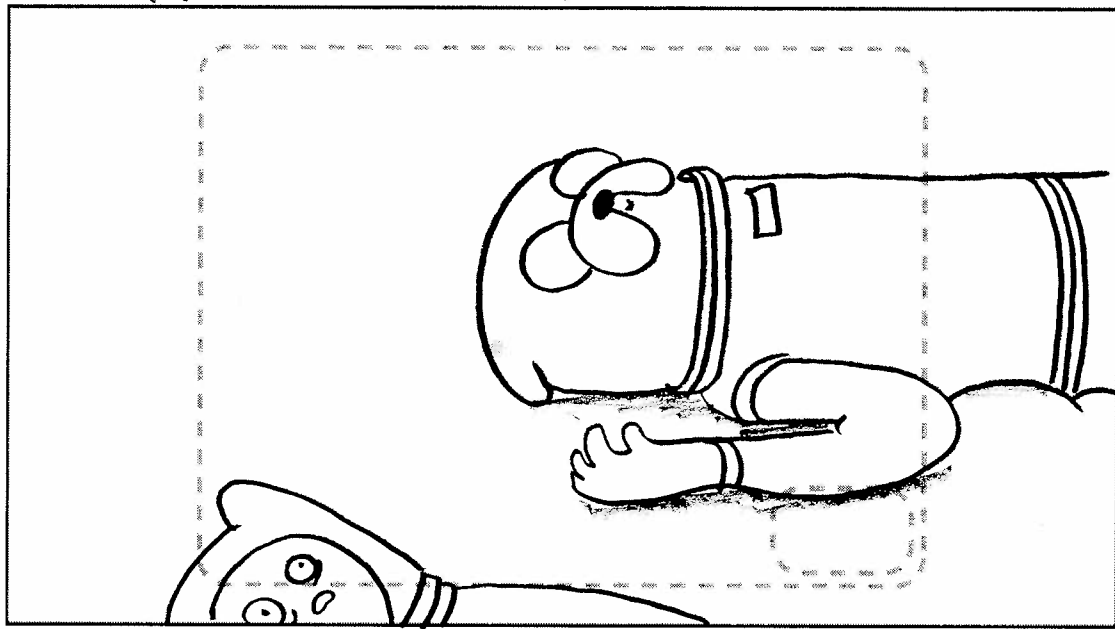
Production :

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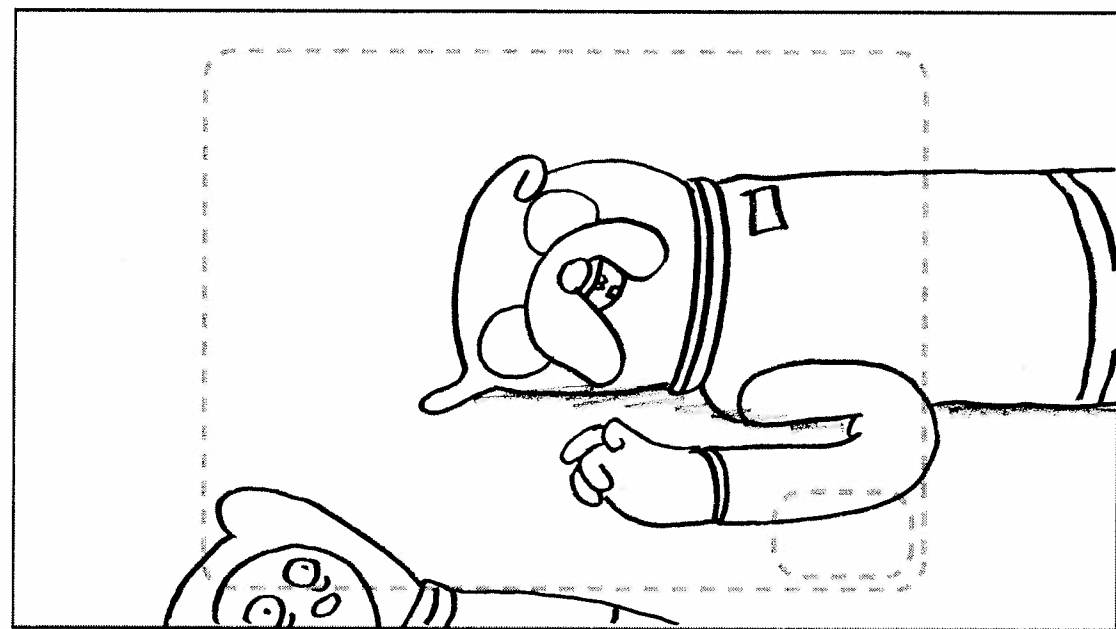
ADVENTURE TIME



Sc. 165 Pnl. B Bg. day night



Sc. 165 Pnl. C Bg. day night



Dialog:	(J) TOO MUCH RELAX-
Action:	
Timing:	

EPISODE #

Production :

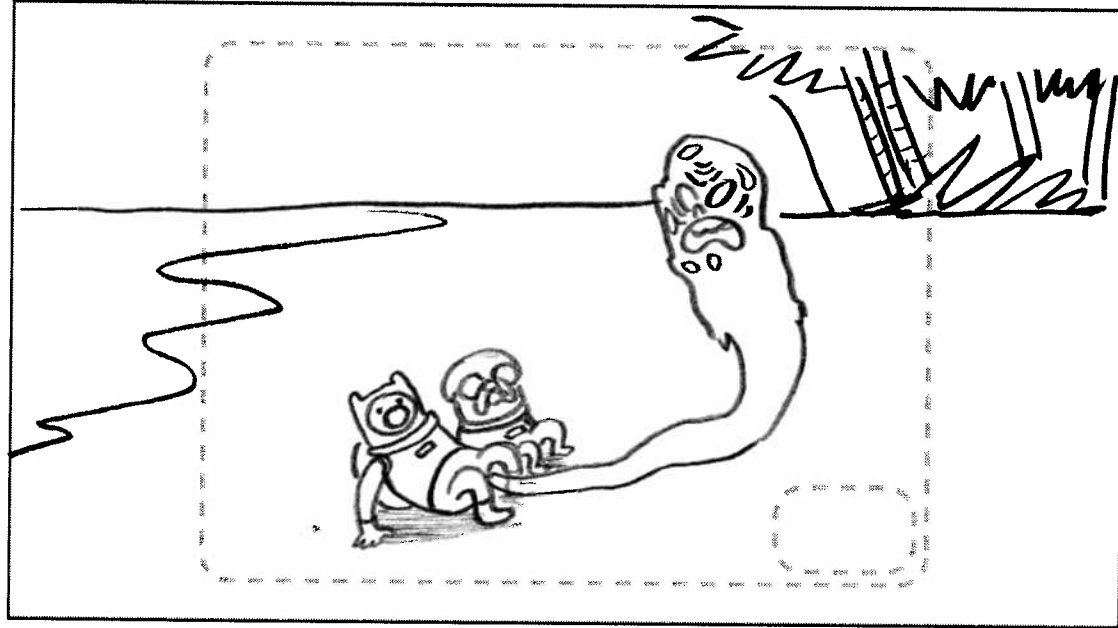


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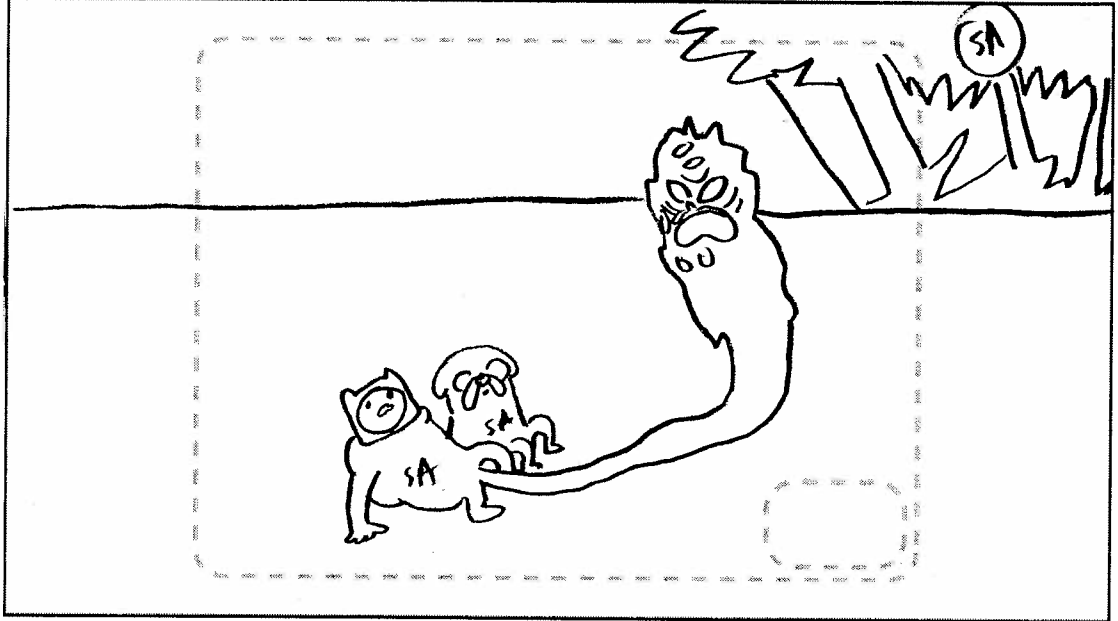
ADVENTURE TIME



Sc. 164 Pnl. A Bg. day night



Sc. 166 Pnl. B Bg. day night



Dialog:	⑤ WHATS WRONG WITH YOUR BOTTOM?	FEAR FEASTER: YOU WILL NEVER GET OVER YOUR FEAR OF THE OCEAN!
Action:		
Timing:		

EPISODE #

Production :

# ADVENTURE TIME



Sc.

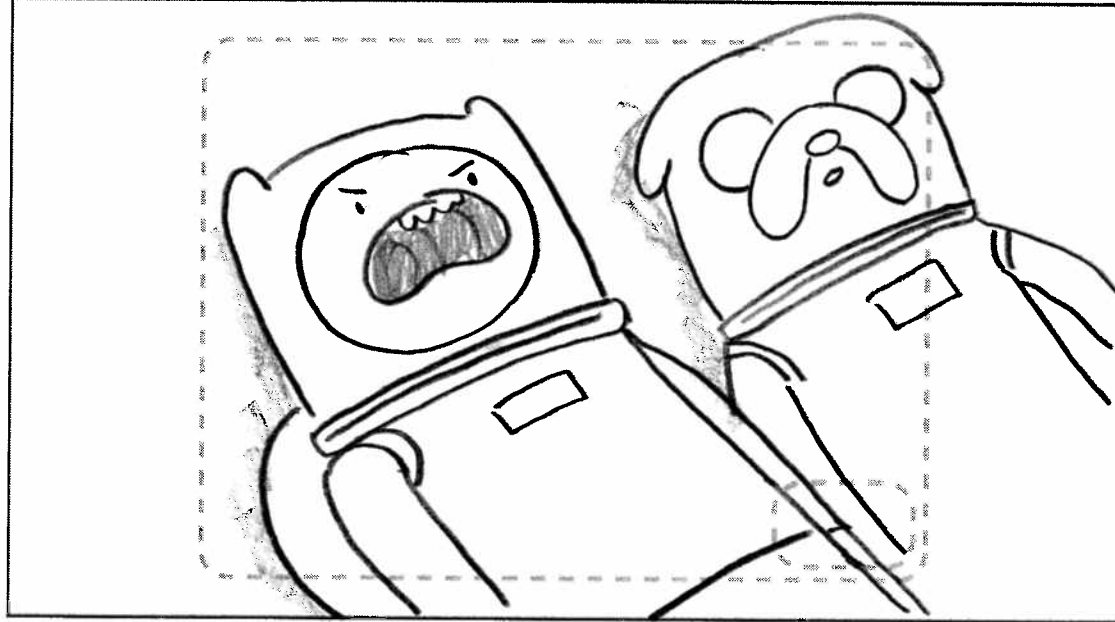
167

Pnl.

A

Bg.

day night



Sc.

168

Pnl.

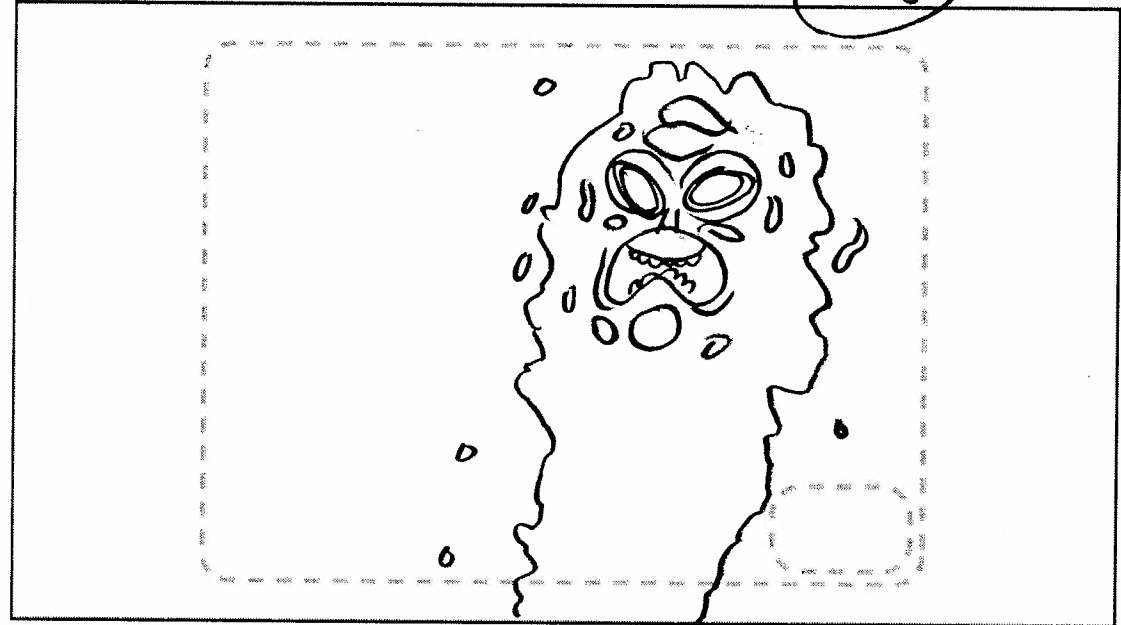
A

Bg.

sky

Page 105

day night



EPISODE #

Dialog:

(F)

WHAT THE FLIP, I JUST  
SWAM to the Bottom!

Action:

Timing:

(FF)

NO YOU DIDN'T CHEATER!  
YOU JUST SANK to  
the Bottom!

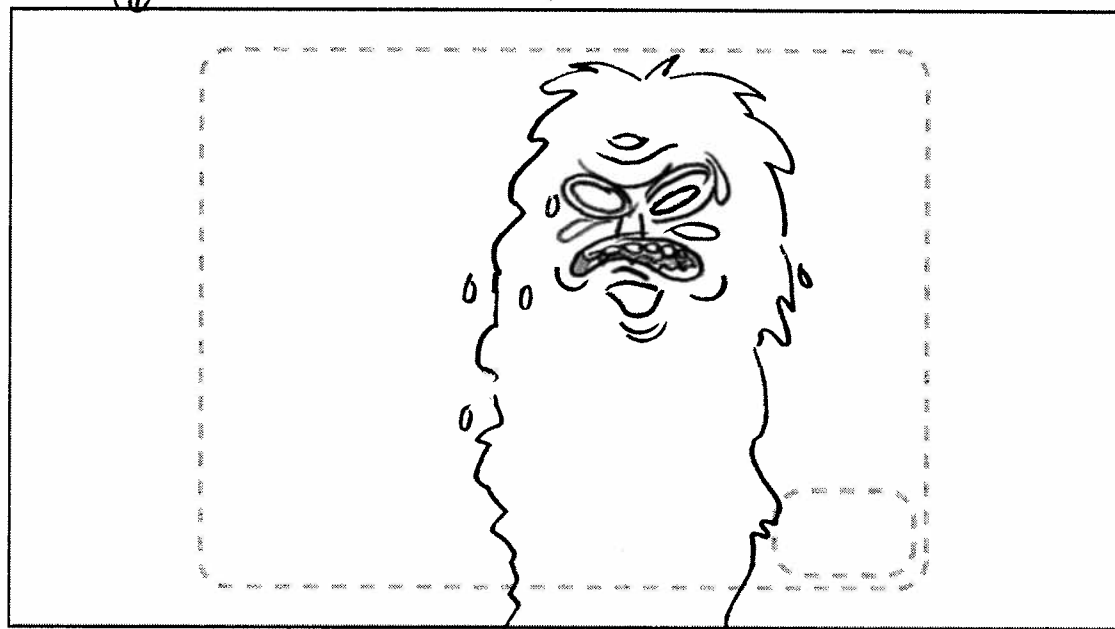
Production :

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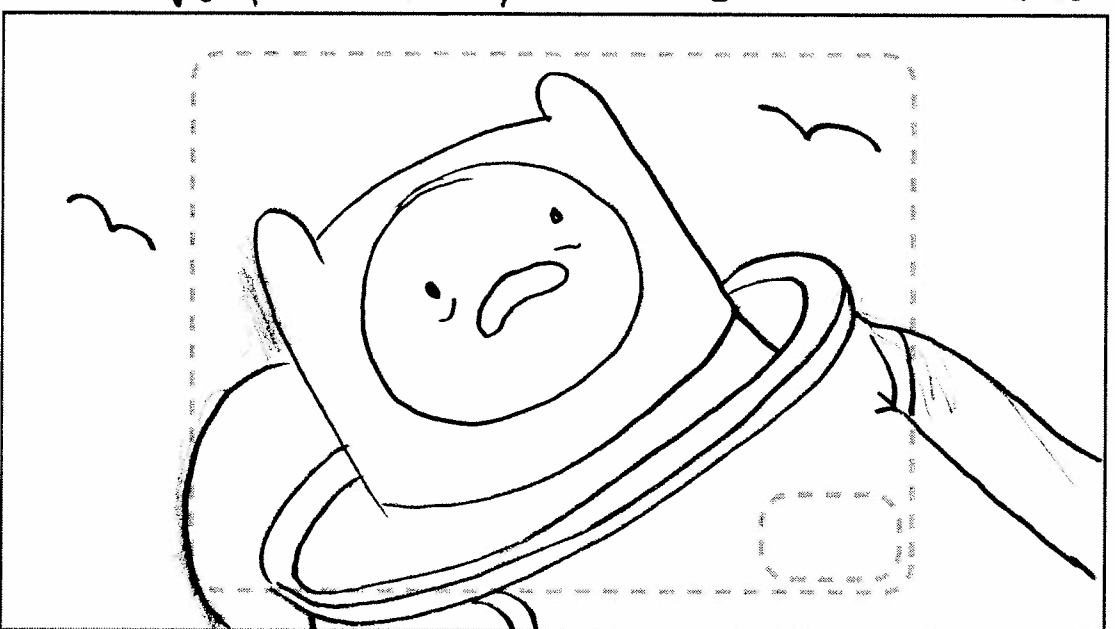
# ADVENTURE TIME



Sc. 168 Pnl. B Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog:	<p>(FF) You will never be a great HERO.</p>	<p>(F) HE'S RIGHT ...</p>
Action:		
Timing:		

EPISODE #

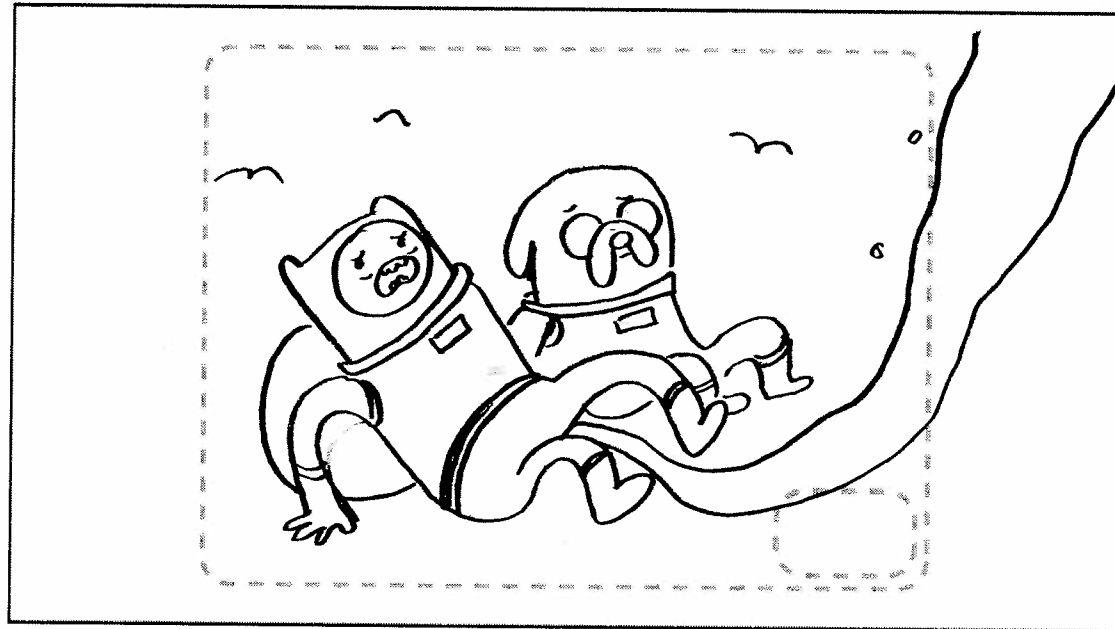
Production :

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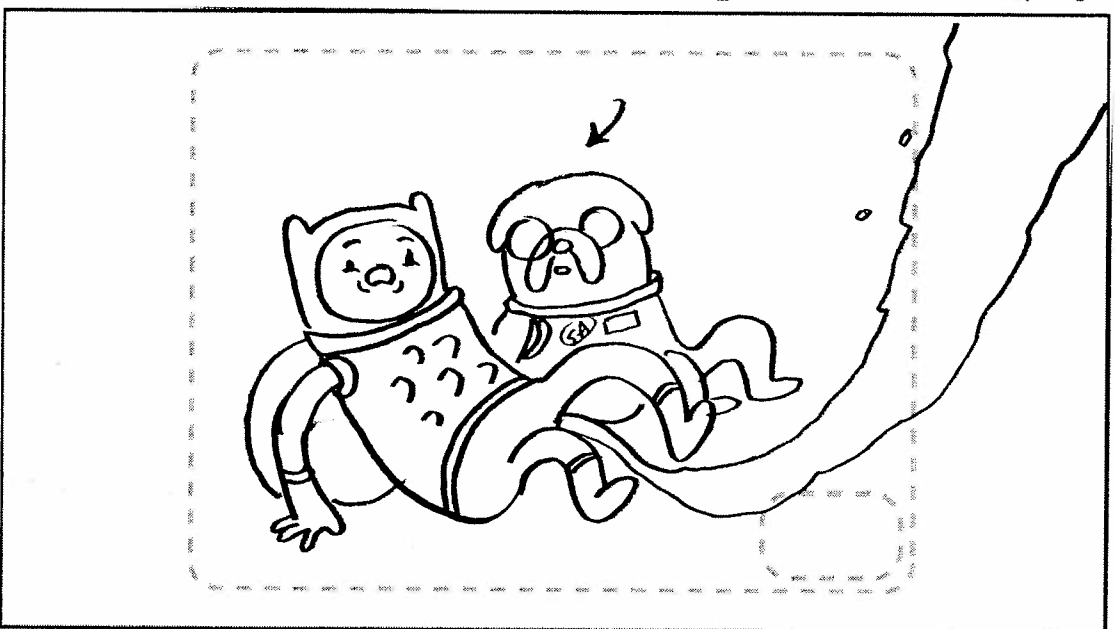
ADVENTURE TIME



Sc. 170 Pnl. A Bg. day night



Sc. 170 Pnl. B Bg. day night



Dialog:	(F) I'LL NEVER BE A HERO.	sfx: RUMBLE RUMBLE
Action:		
Timing:		

EPISODE #

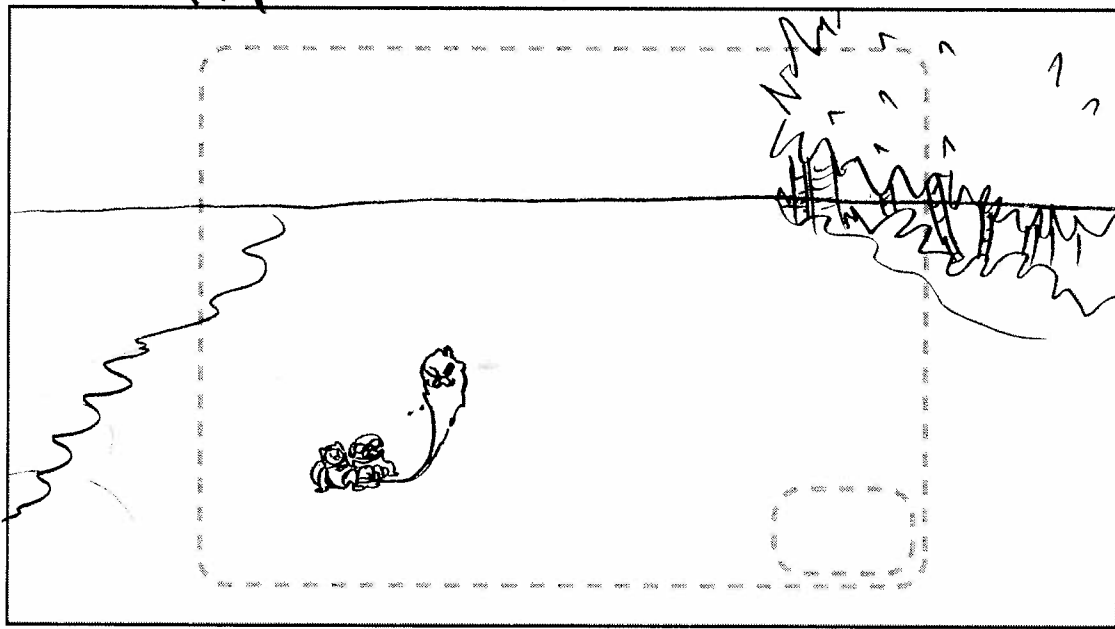
Production :

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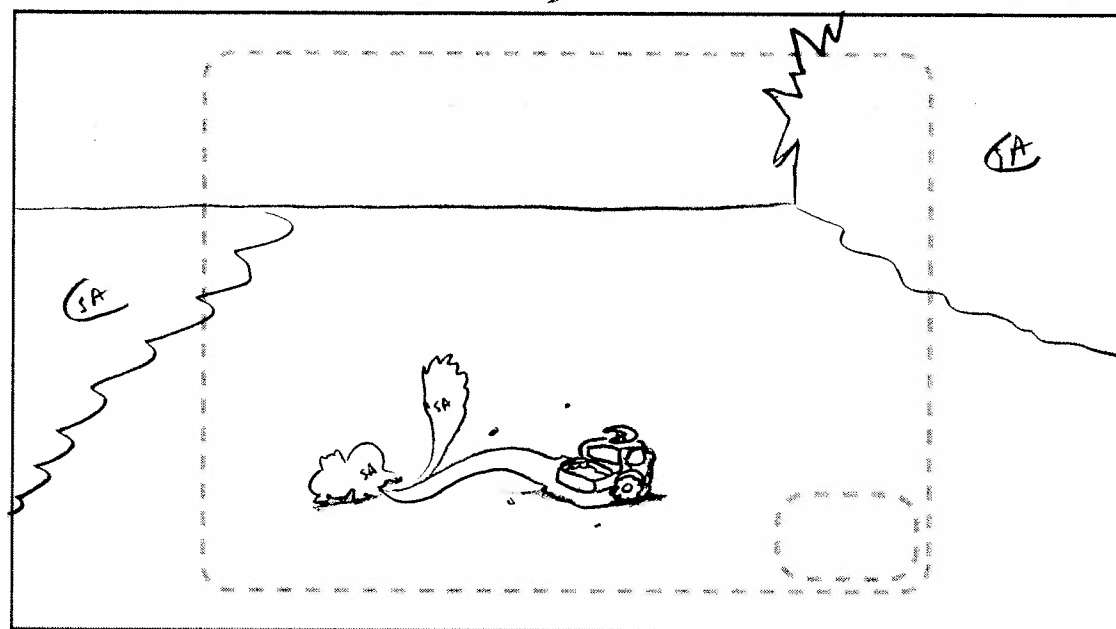
ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night



Sc. 171 Pnl. B Bg. day night



Dialog:
Action:
Timing:

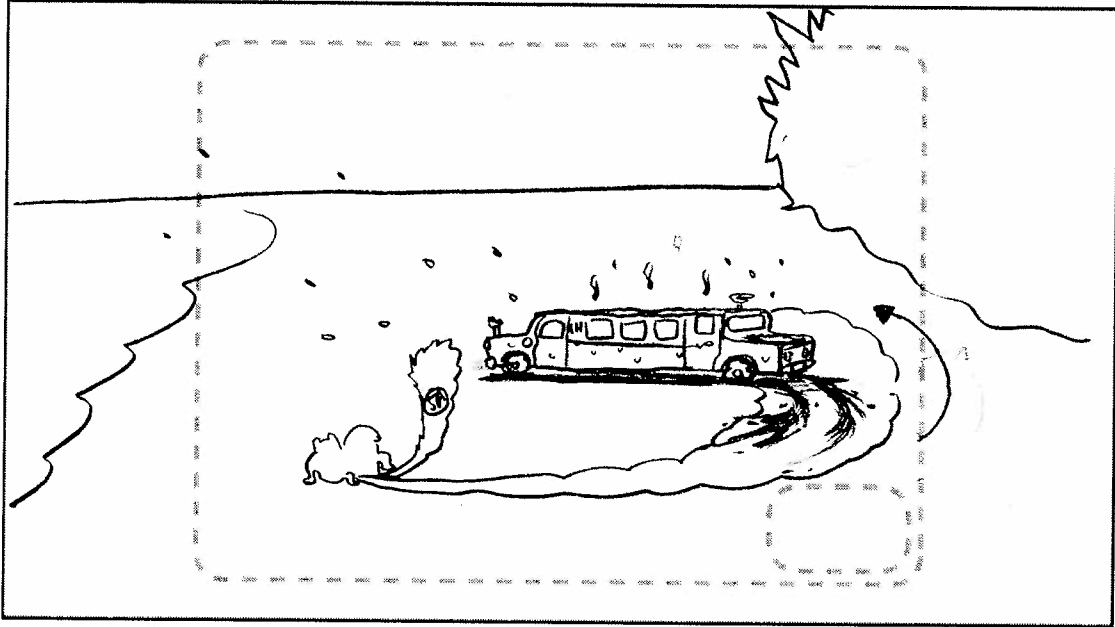
EPISODE #

Production :

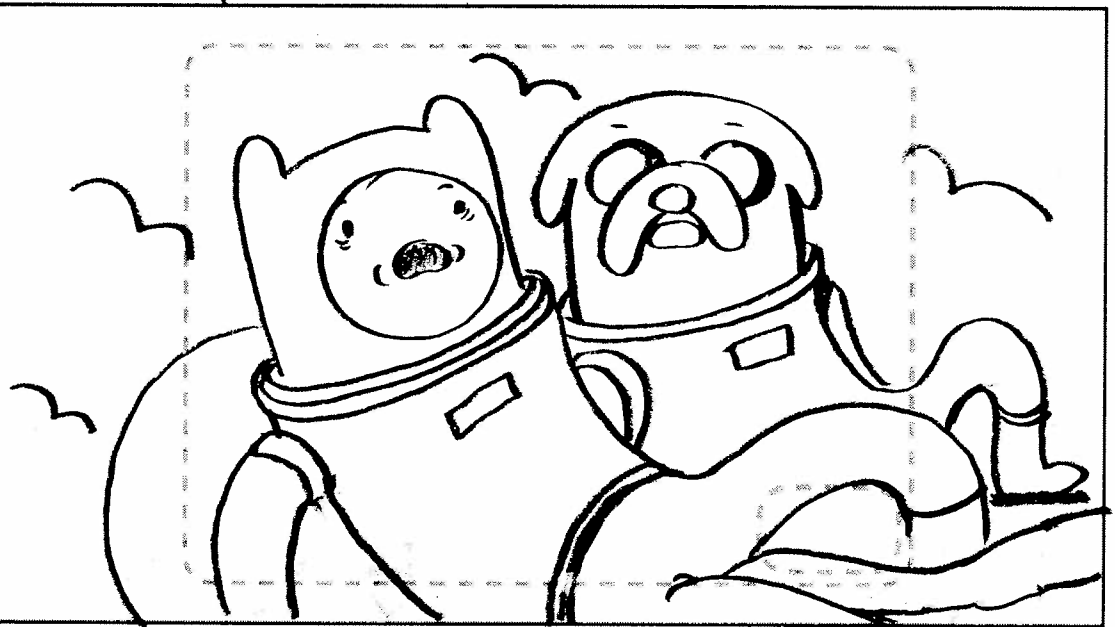
ADVENTURE TIME



Sc. 171 Pnl. C Bg. day night



Sc. 172 Pnl. A Bg. day night



Dialog:	(J) THIS IS WHY YOU SHOULDN'T HOLD IT IN.
Action:	A GASEOUS/INKY LIMO SKIDS TO A STOP.
Timing:	

EPISODE #

Production :

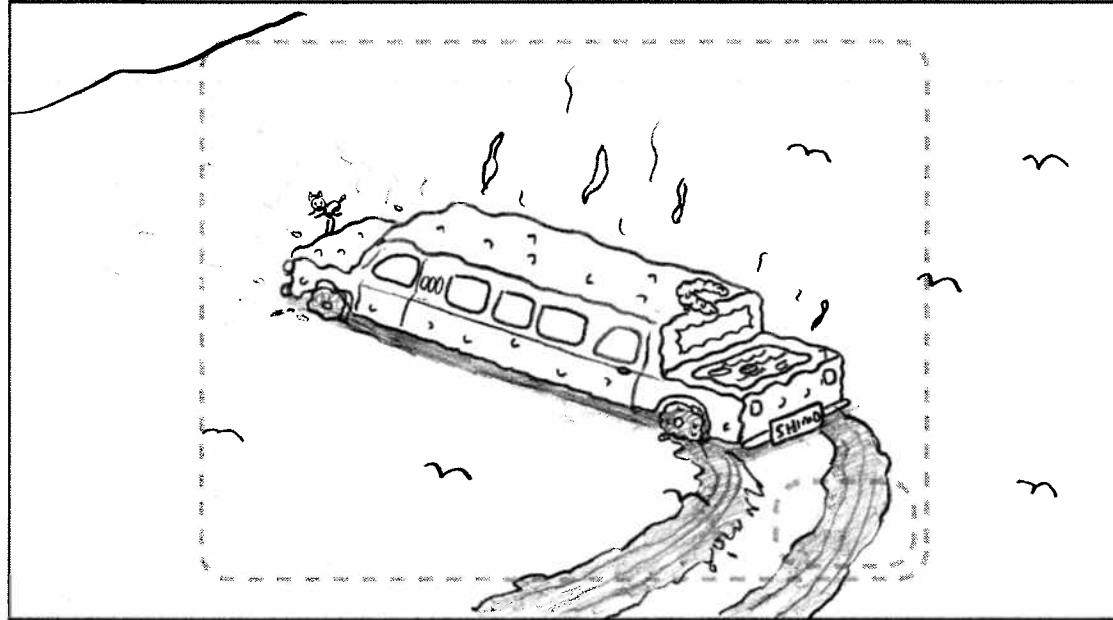
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# ADVENTURE TIME

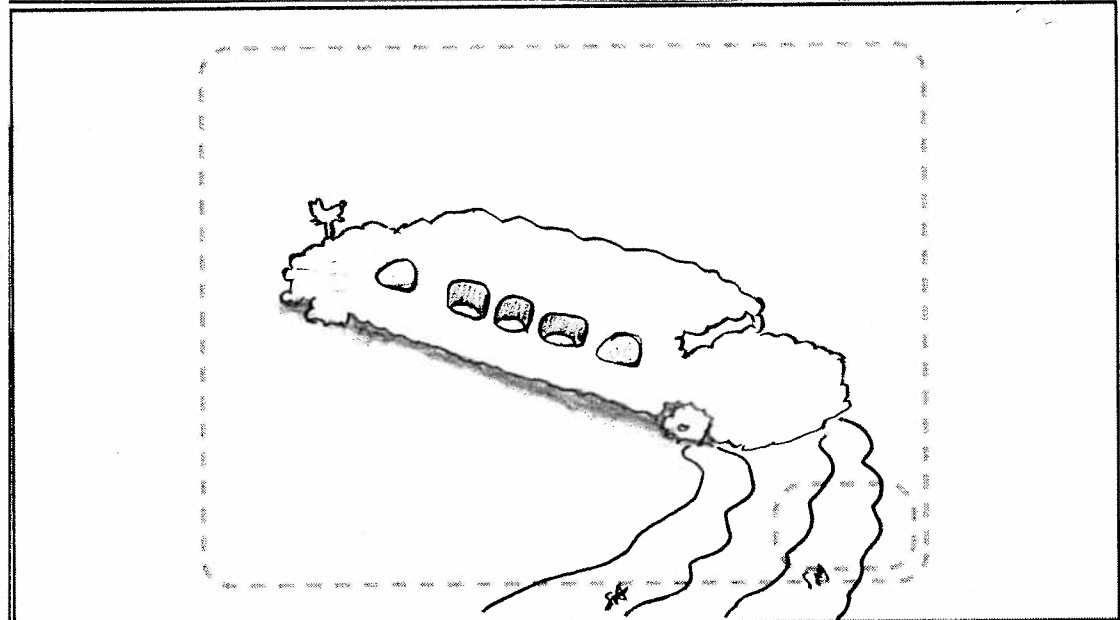


Page 210

Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



Dialog:	
Action:	<p>LIMO SITS FOR A BEAT</p> <p>WINDOWS ROLL DOWN</p>
Timing:	

EPISODE #

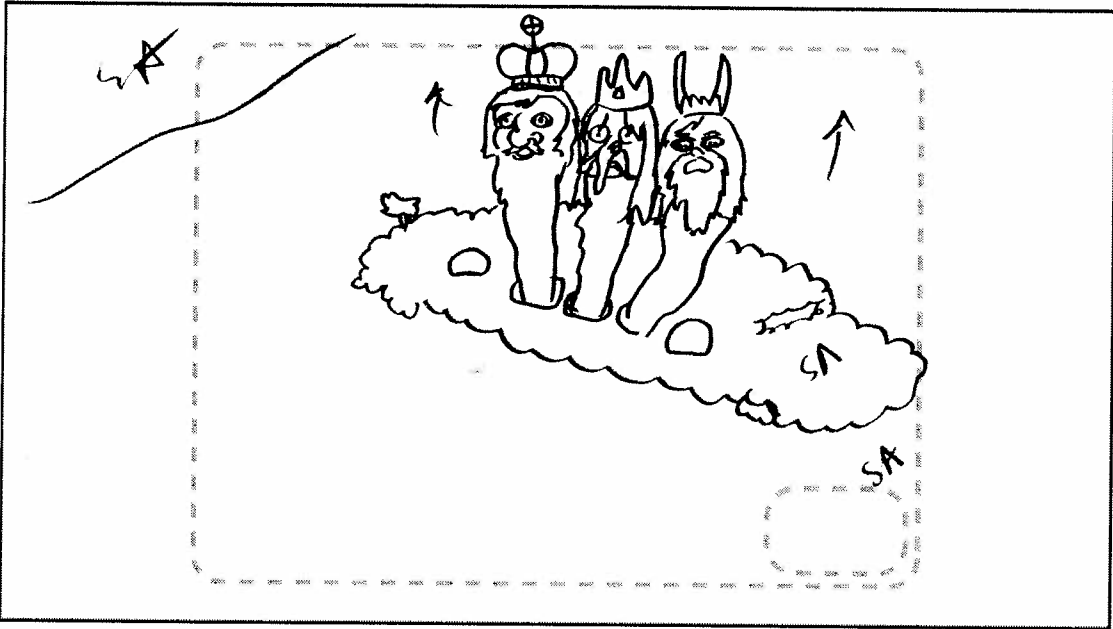
Production :

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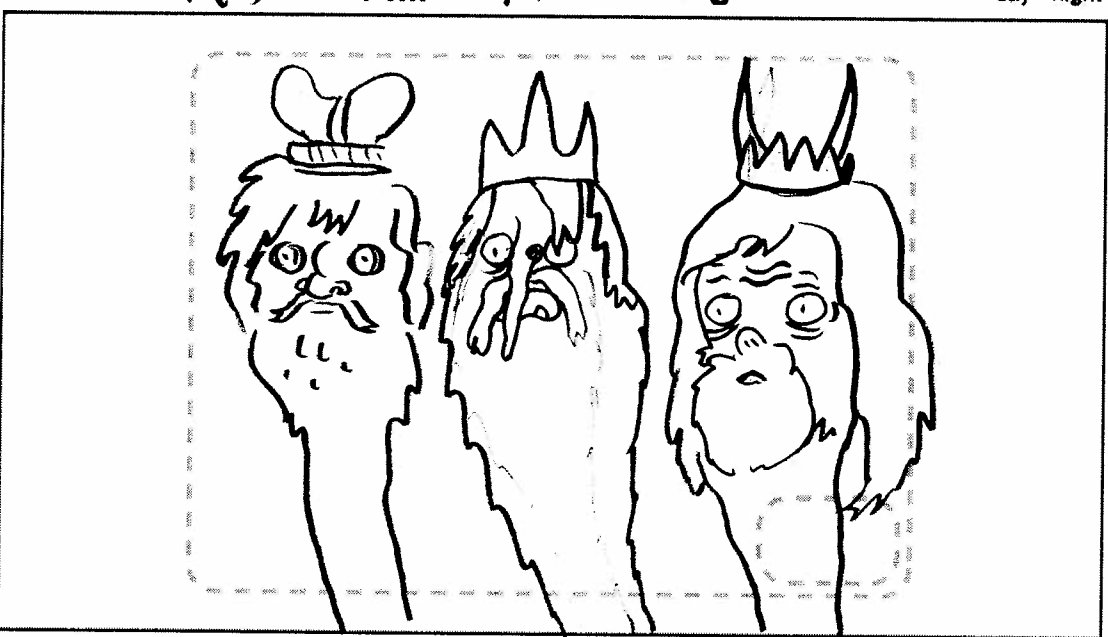
ADVENTURE TIME



Sc. 174 Pnl. A Bg. day night



Sc. 175 Pnl. A Bg. day night



Dialog:	RICKABAUGH: YOU ARE WRONG FIN! ✓	THE MARK OF A GREAT HERO IS HIS CLAW.
Action:	3 GHOSTLY OLD MEN APPEAR.	
Timing:		

EPISODE #

Production :



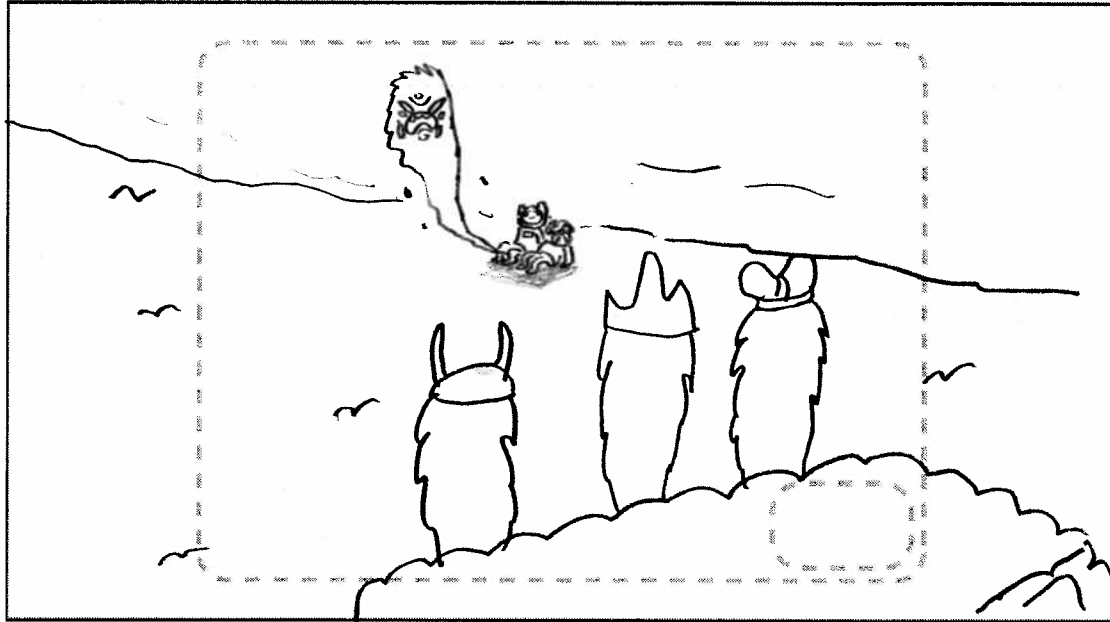
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# ADVENTURE TIME

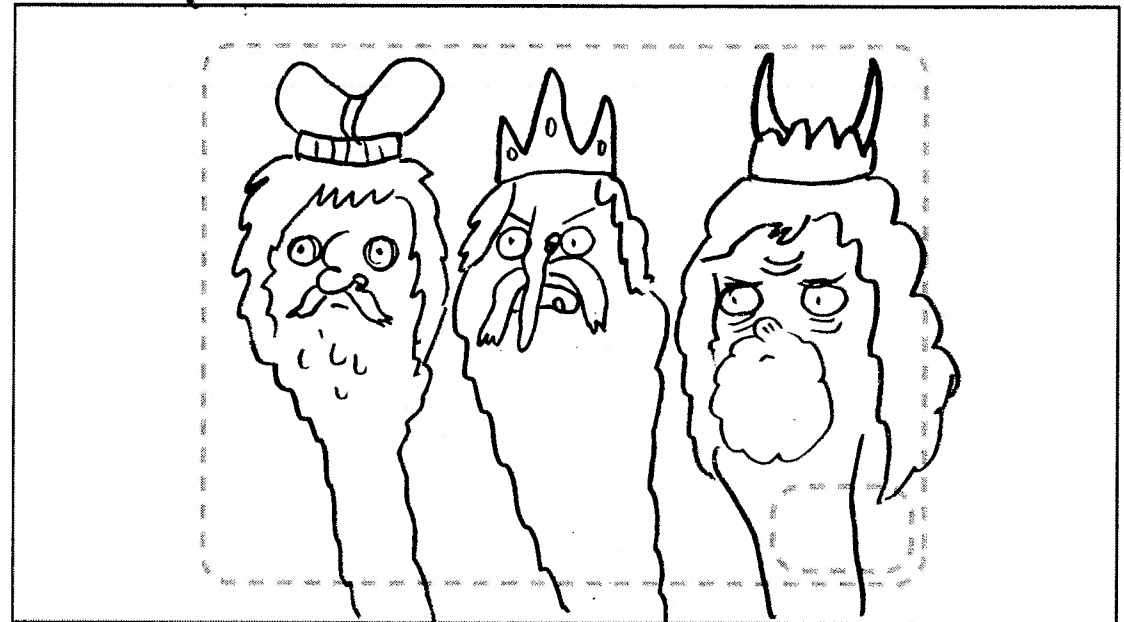


Page 212

Sc. 176 Pnl. A Bg. day night



Sc. 177 Pnl. A Bg. day night



Dialog:	<p>(FF) YOU KNOW NOTHING WISEMEN!</p> <p>(R) SILENCE FEAR FEASTER!</p>
Action:	
Timing:	

EPISODE #

Production :

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# ADVENTURE TIME



Page 213

Sc.

1707

Pnl.

B

Bg.

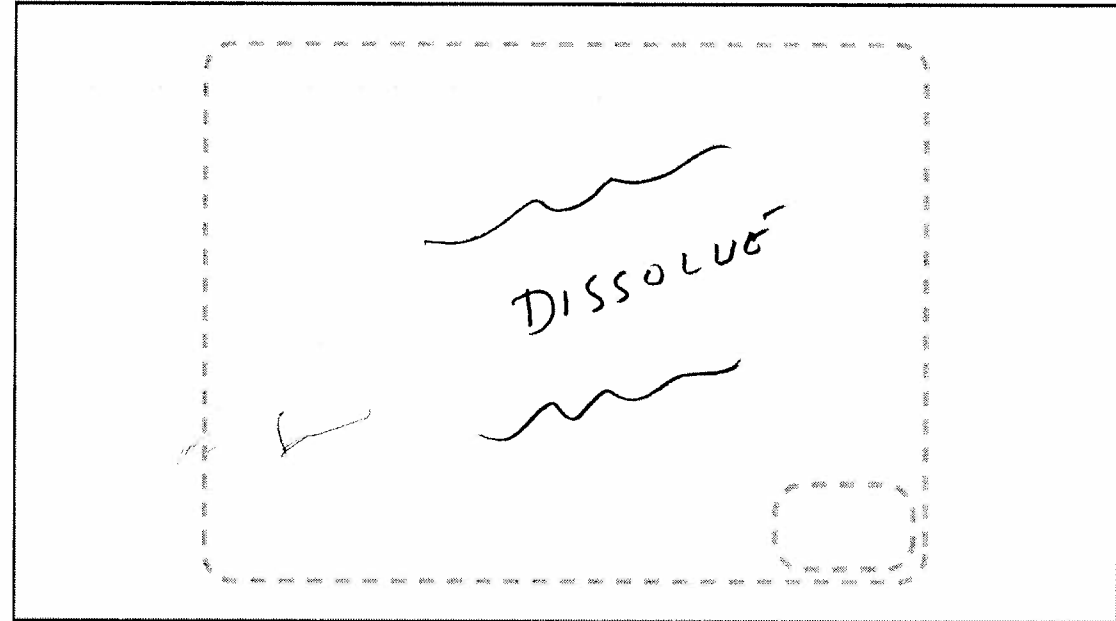
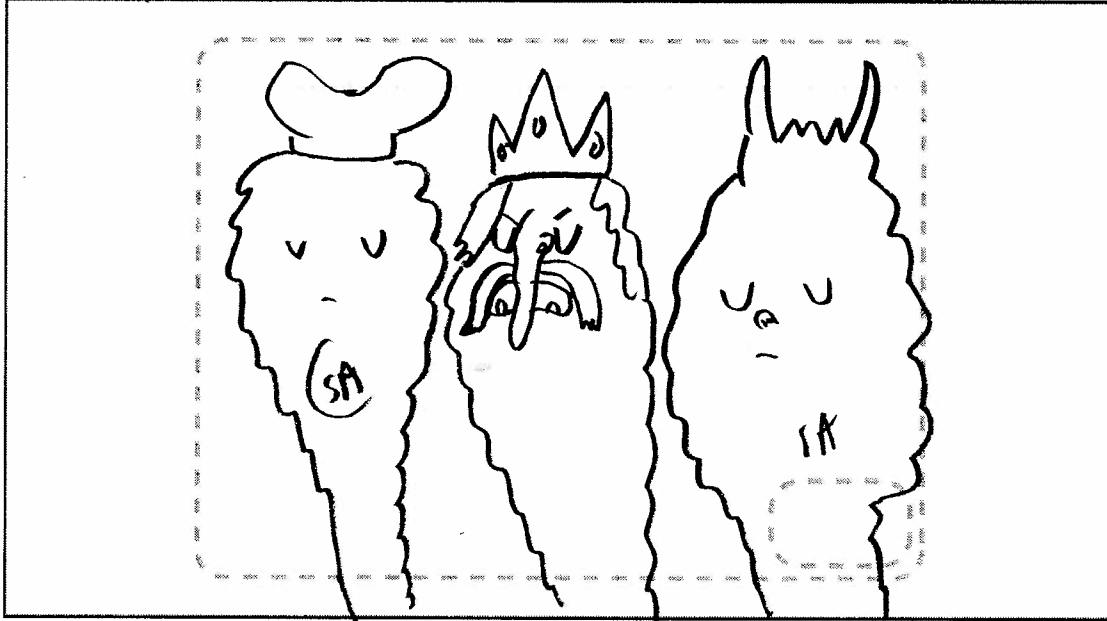
day night

Sc.

Pnl.

Bg.

day night



Dialog:

↗ (R) HAVE YE FORGOTTEN.  
SCHLAMO THE GREAT!

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

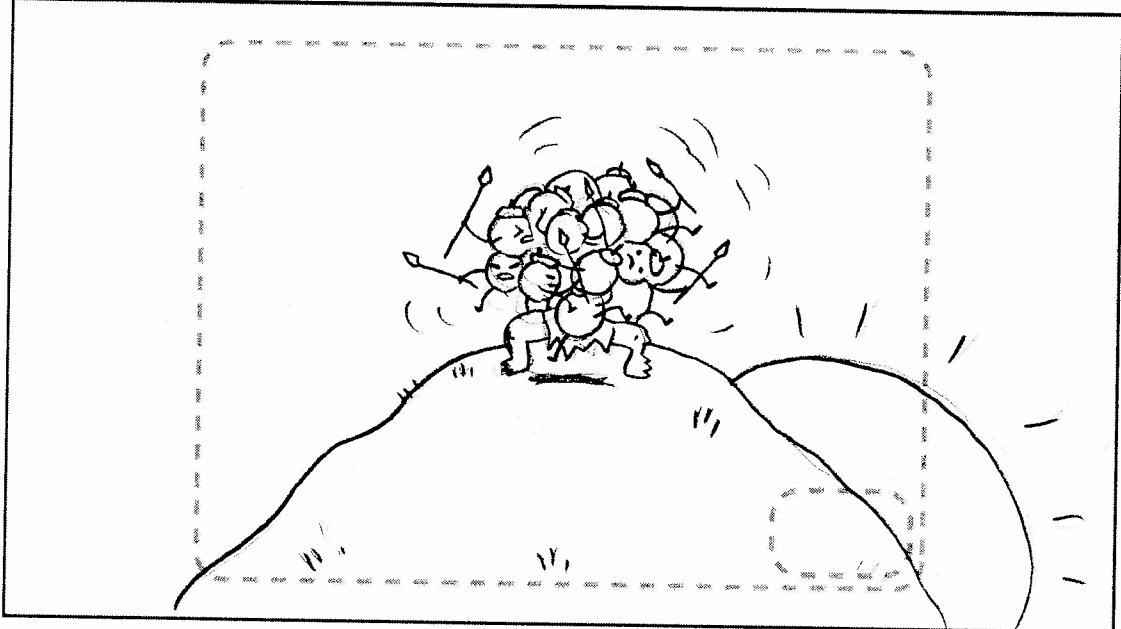


Sc. 178

Pnl. A

Bg.

day night

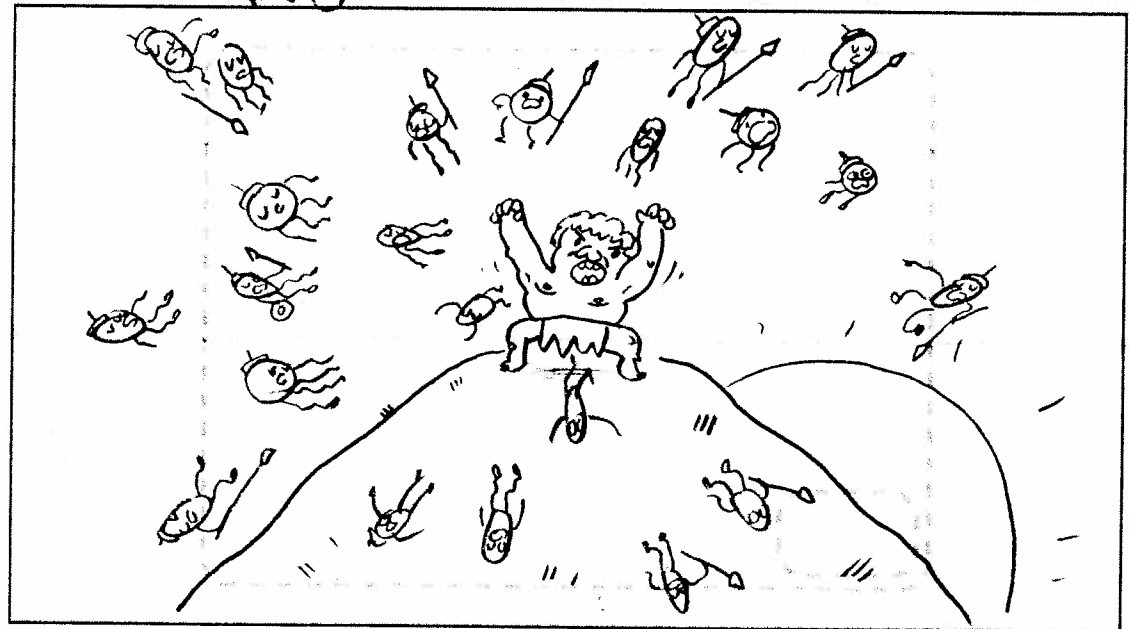


Sc.

Pnl. B

Bg.

day night



Page 214

Dialog:

(K) V.O.

DESTROYED THE DUNN  
ARMY -

(K) V.O.

- IN ONE BLOW -

Action:

Timing:

EPISODE #

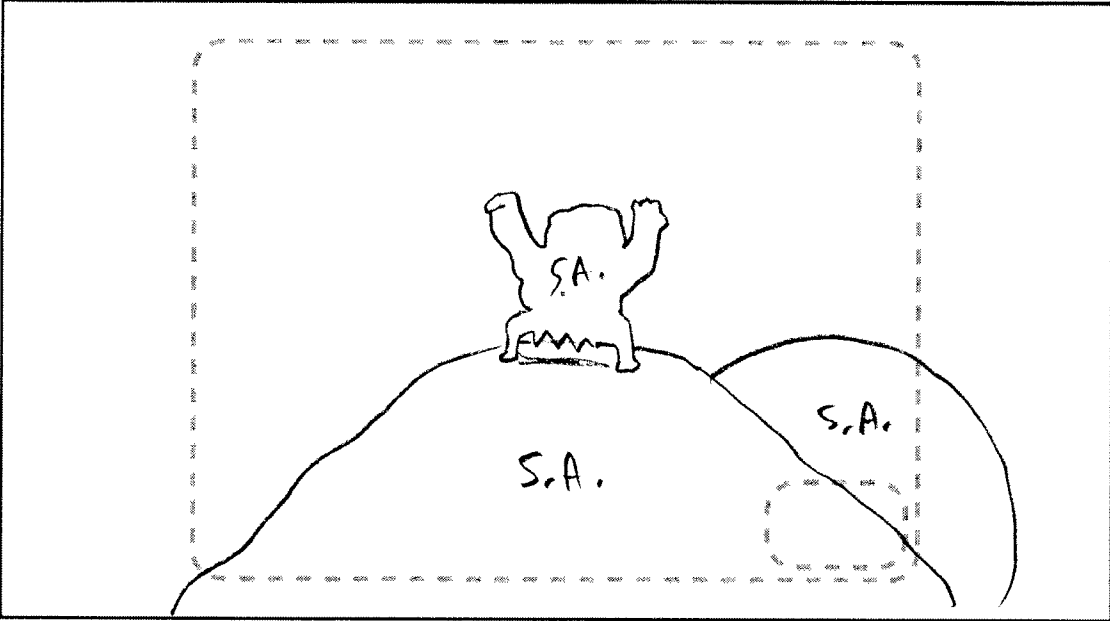
Production :

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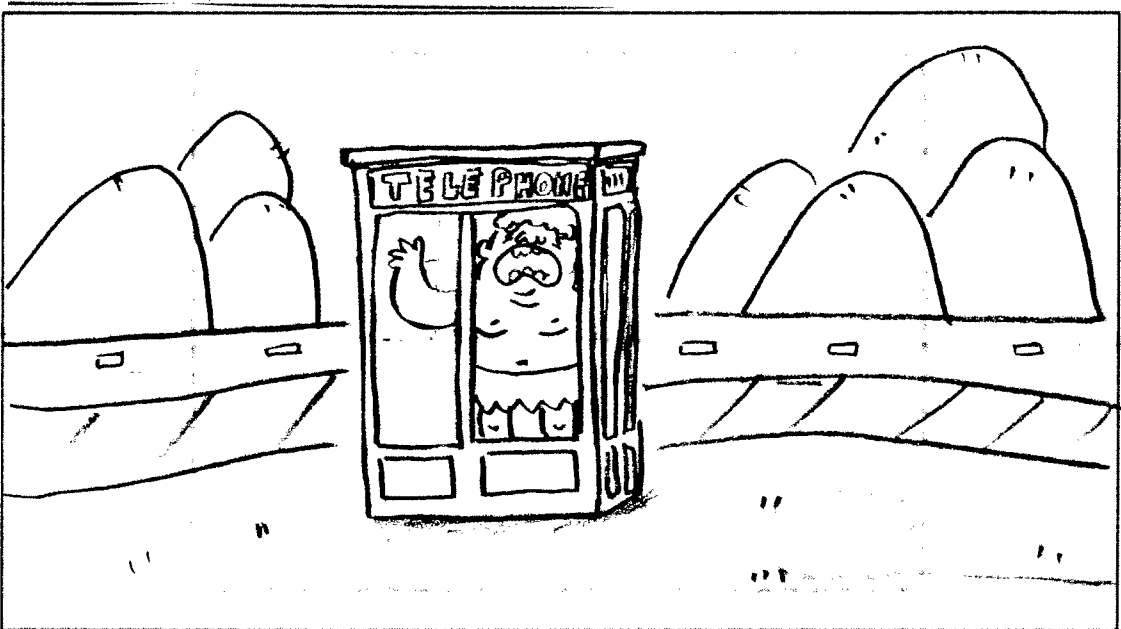
ADVENTURE TIME



Sc. 178 Pnl. C Bg. day night



Sc. 179 Pnl. A Bg. day night



Dialog:	(K) v.o. BUT TERRIFIED OF SMALL PLACES	* SCHLUMO : LONG MUFFLED SCREAM
Action:		
Timing:		

EPISODE #

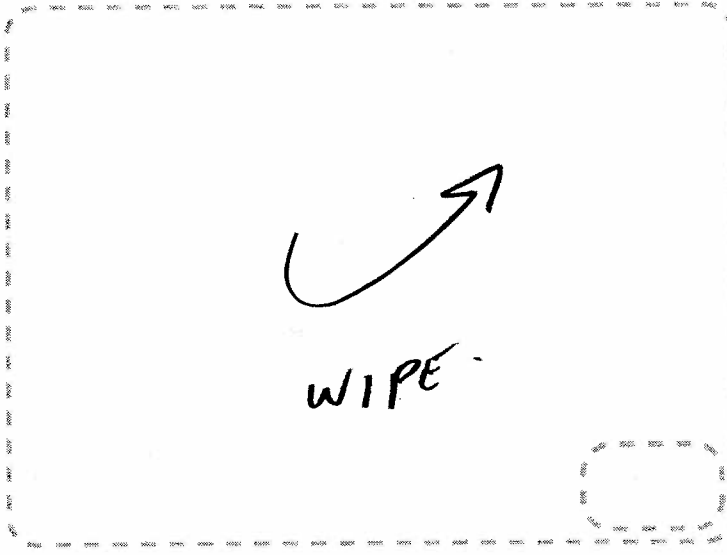
Production :

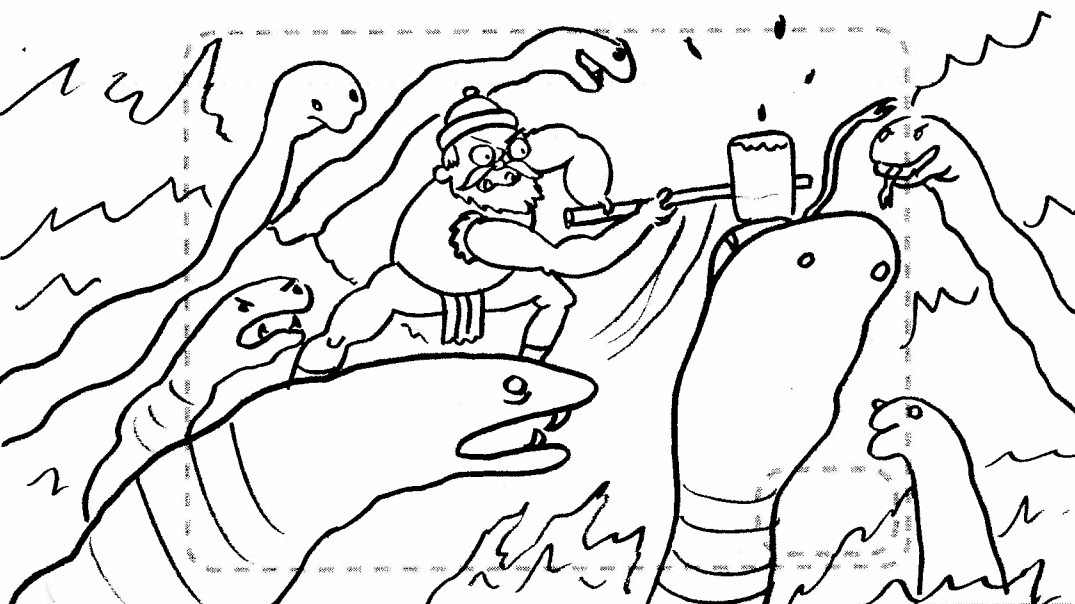
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# ADVENTURE TIME



Page 215

Sc.	Pnl.	Bg.	day	night
<div></div>				

Sc.	Pnl.	Bg.	day	night
<u>180</u>	<u>A</u>			
<div></div>				

Dialog:
Action:
Timing:

(K) V.O. : OR MAGDAR THE  
PENULTIMATE WARRIOR -

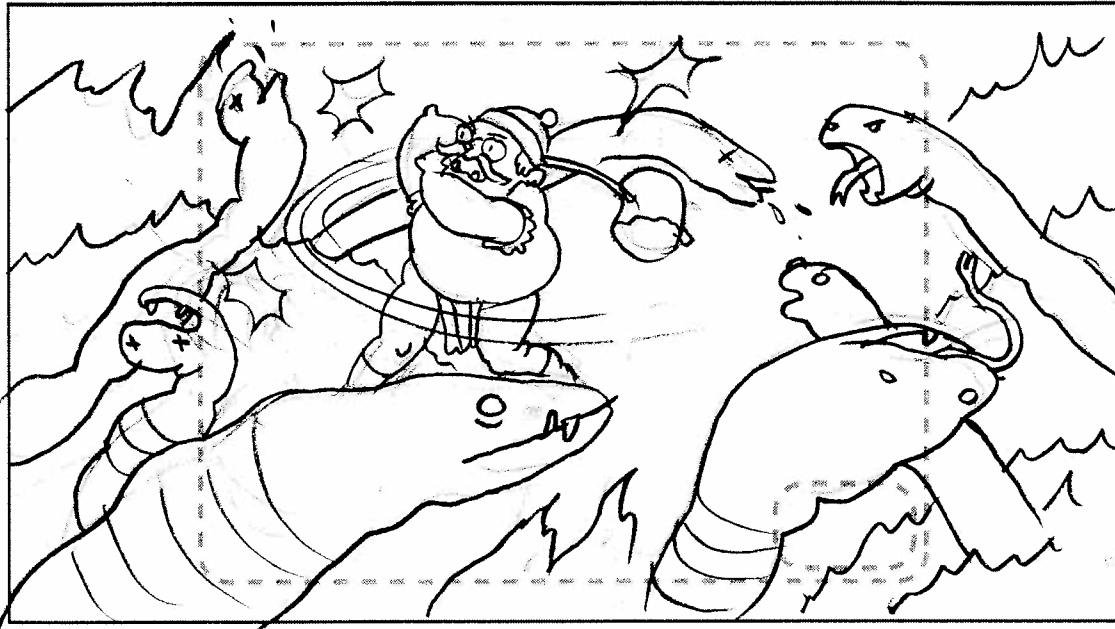
EPISODE #

Production :

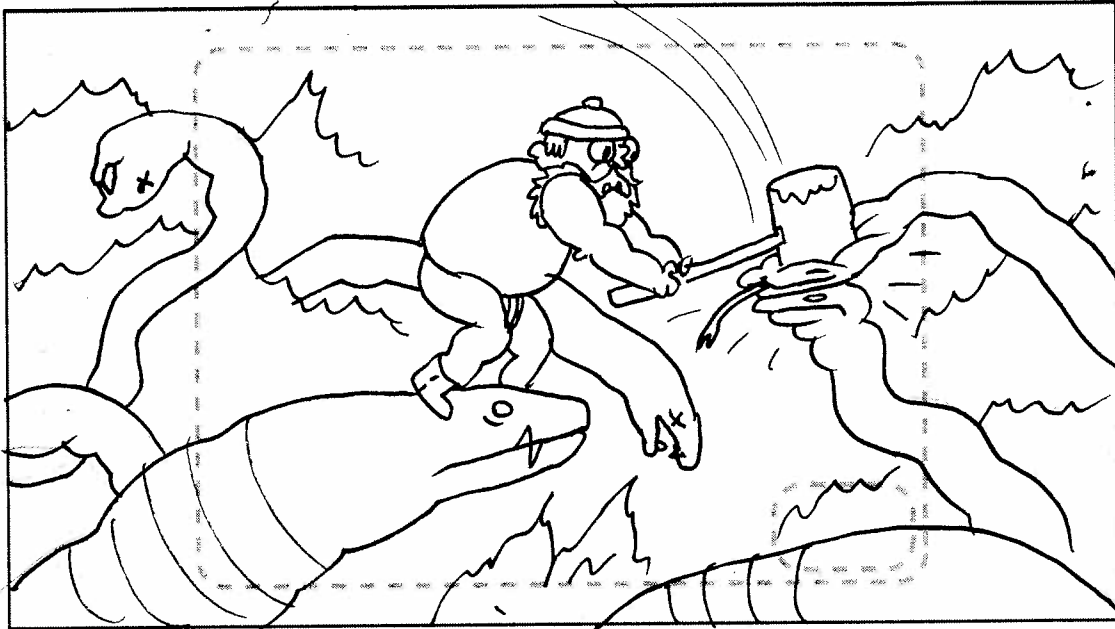
ADVENTURE TIME



Sc. 180 Pnl. B Bg. day night



Sc. 180 Pnl. C Bg. day night



Dialog:	(K) U.O. : - ABLE TO SMASH THE SKULLS OF 70 SUPER SERPENTS IN 10 MINUTES -	(K) U.O. : - BUT AFRAID OF LARGE SPACES.
Action		
Timing		

EPISODE #

Production :

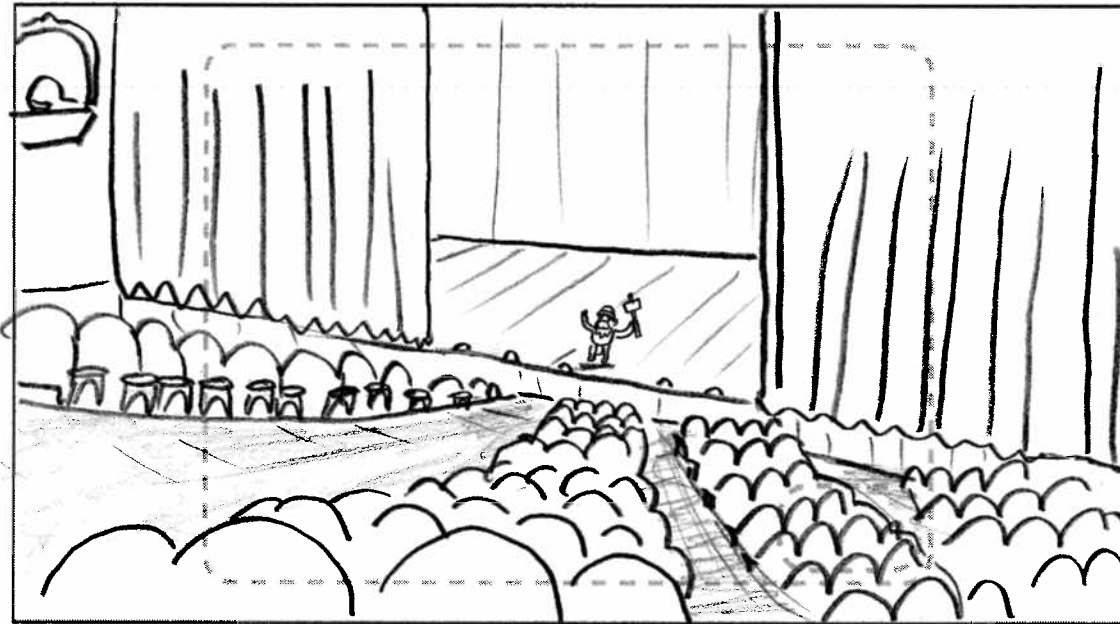
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# ADVENTURE TIME

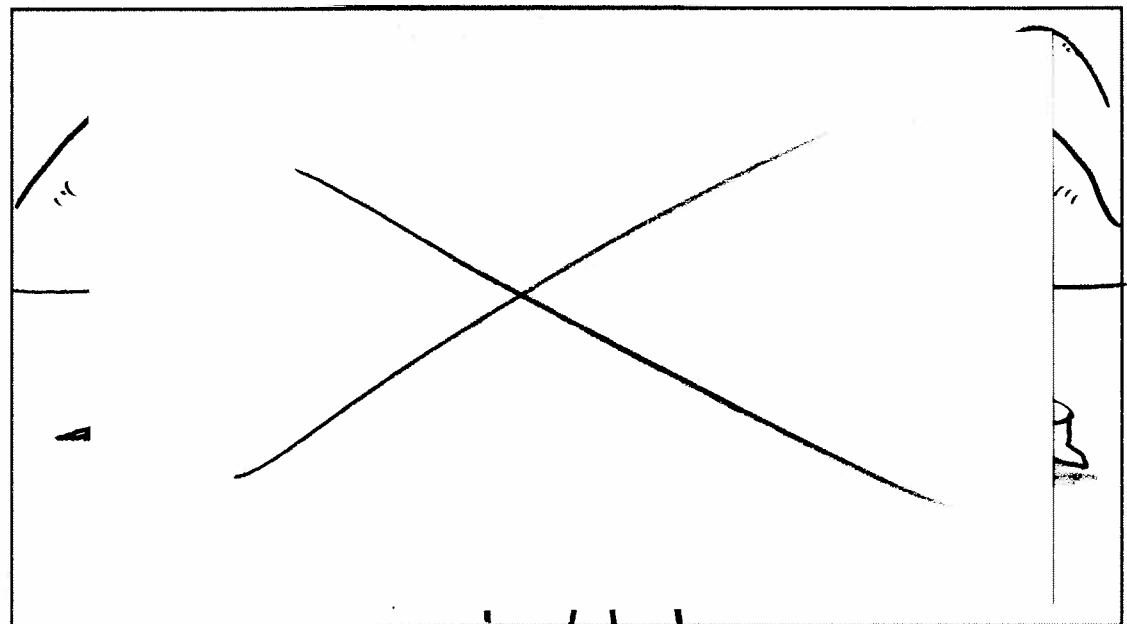


Page 216

Sc. 181 Pnl. A Bg. day night



Sc. 182 Pnl. A Bg. day night



EPISODE #

Dialog:

(M) (SCREAMING)

Action:

MAGDAR IN AN EMPTY THEATER.

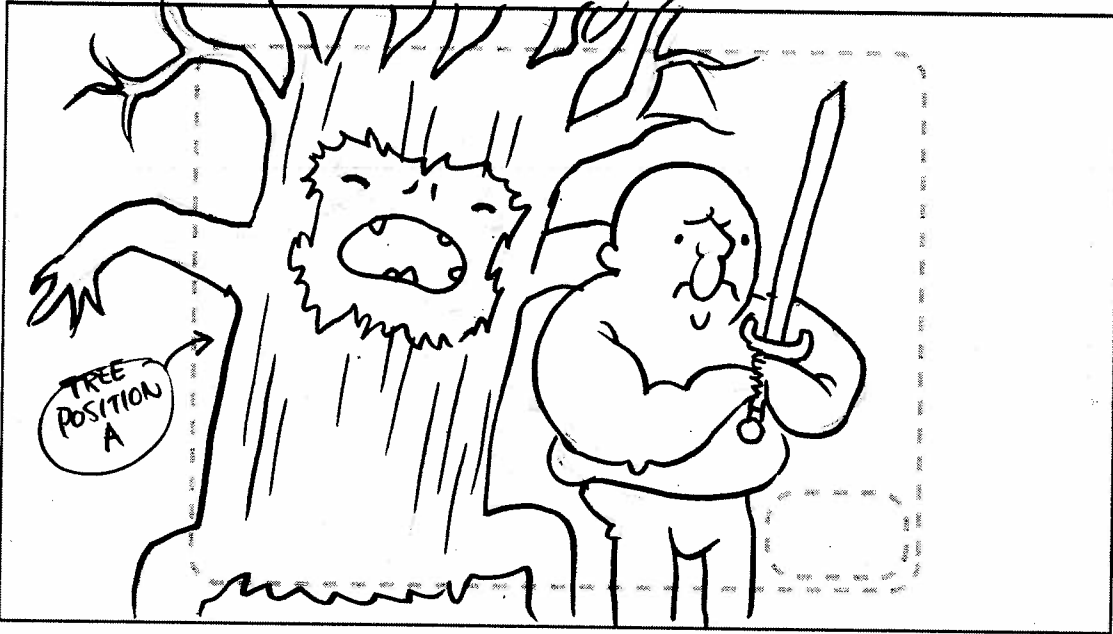
Timing:

Production :

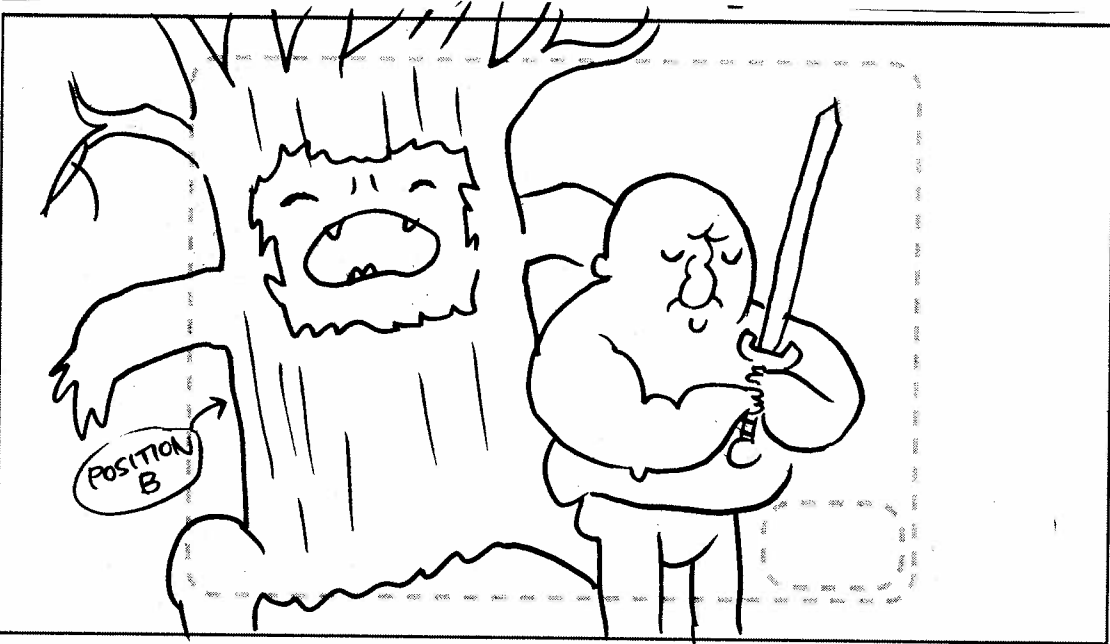
ADVENTURE TIME



Sc. 182 Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog: (R) OR ALEXANDER THE AMAZING, - (R) - LEGENDARY WITH

Action: TREEMAN ~~BOBS~~ BOBS BACK + FORTH ANGRILY

Timing: FROM POSITION A to POSITION B

EPISODE #

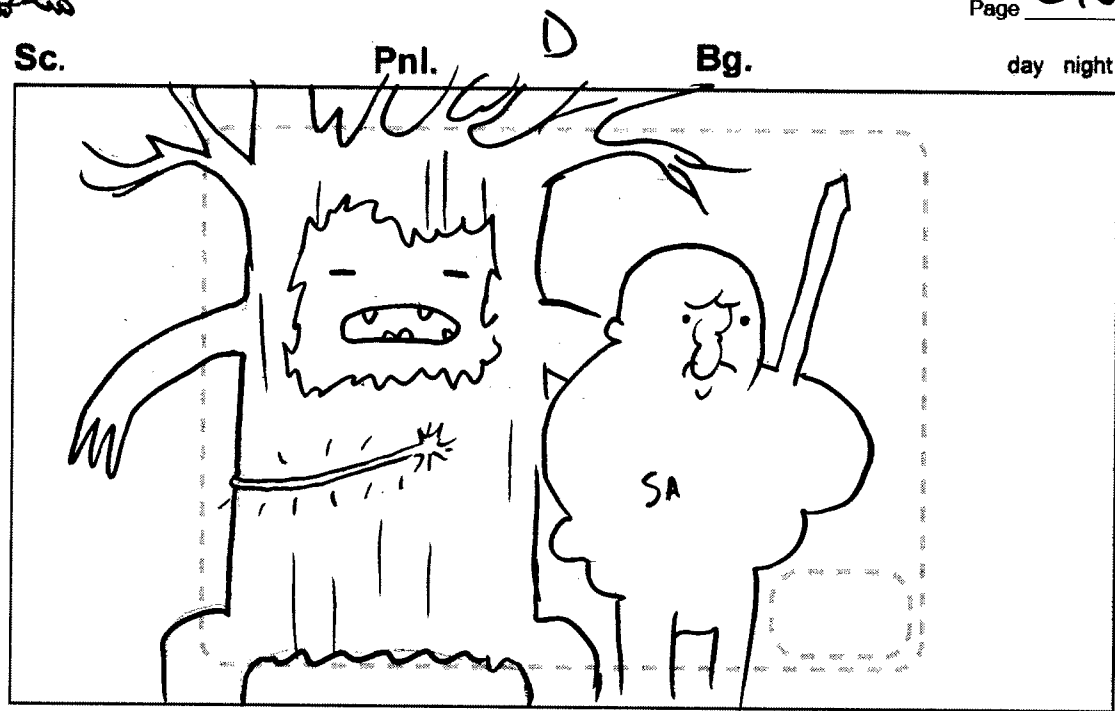
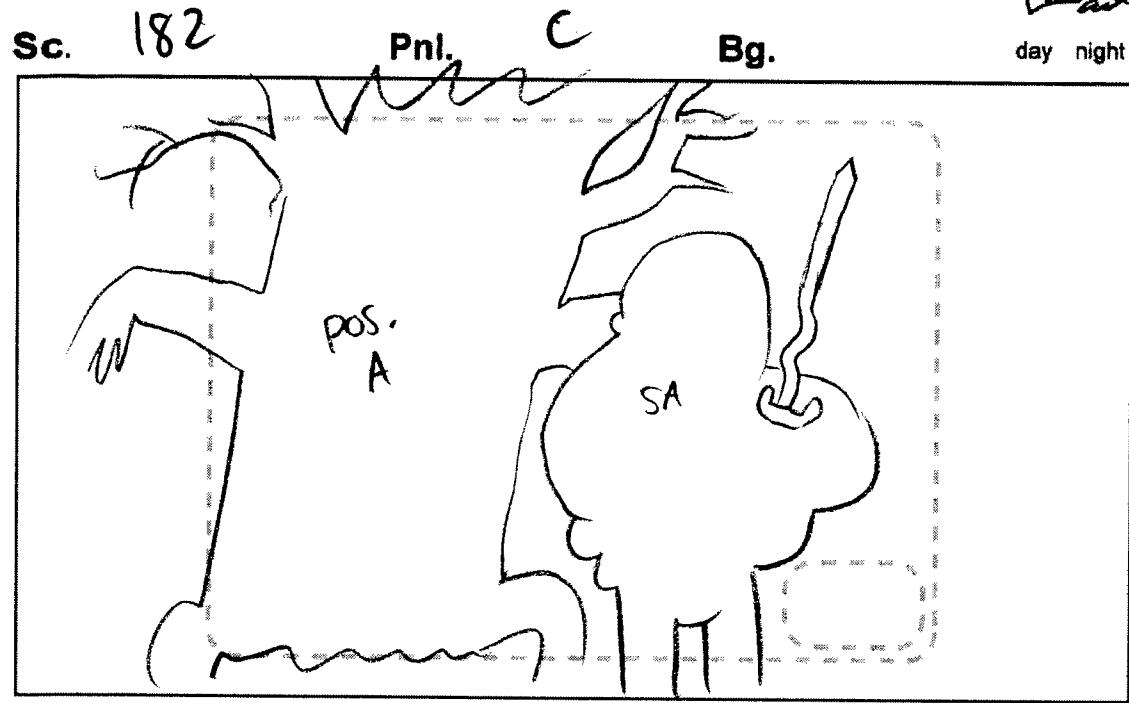
Production :



# ADVENTURE TIME



Page 216 B



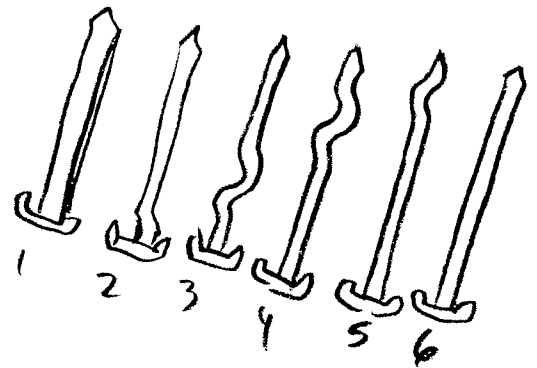
EPISODE #

Dialog:

(R) - HIS FAMOUS LONGSWORD

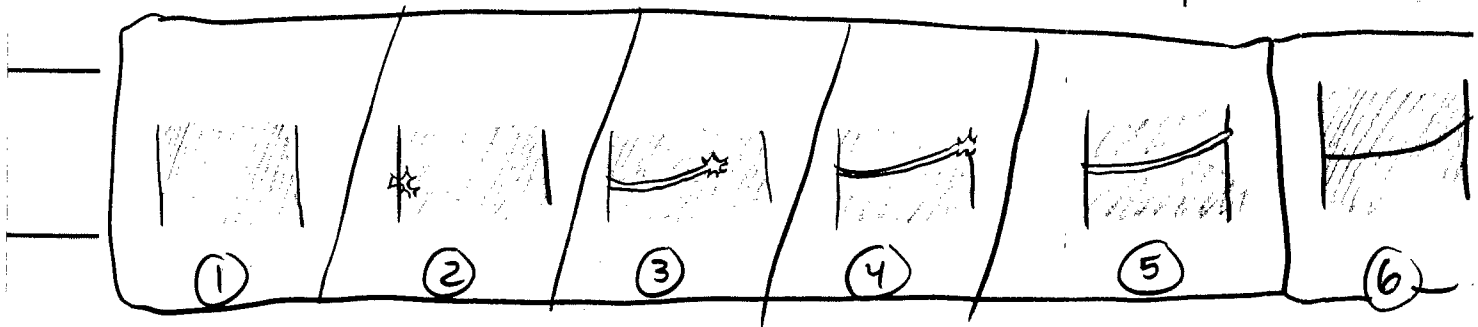
Action:

Timing:



"WIGGLE"  
RUNS UP  
LENGTH OF  
SWORD

(R) -



- ② SPARK FORMS
- ③④ TRAVELS ACROSS TRUNK LEAVING GLOWING PATH
- ⑤ SPARK DISAPPEARS LEAVING ONLY GLOWING PATH
- ⑥ GLOWING PATH DISAPPEARS, LEAVES BLACK LINE

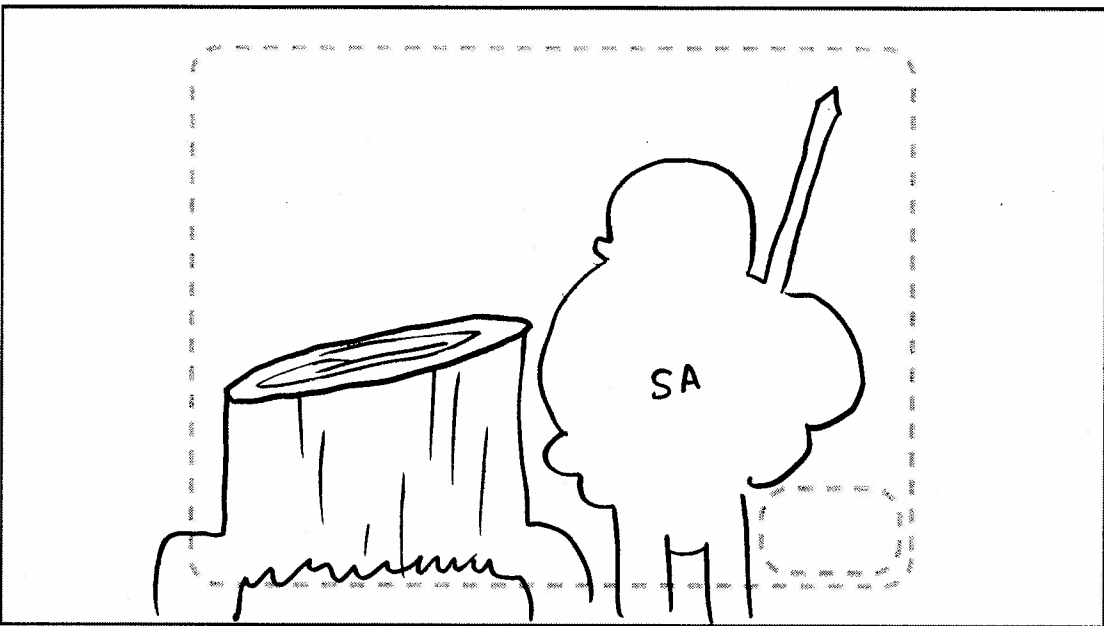
ADVENTURE TIME



Sc. 182 Pnl. E Bg. day night



Sc. Pnl. F Bg. day night



Dialog:	(R) - But Afraid of commitment -
Action:	TREE MAN'S TORSO SLIDES OFF
Timing:	

EPISODE #

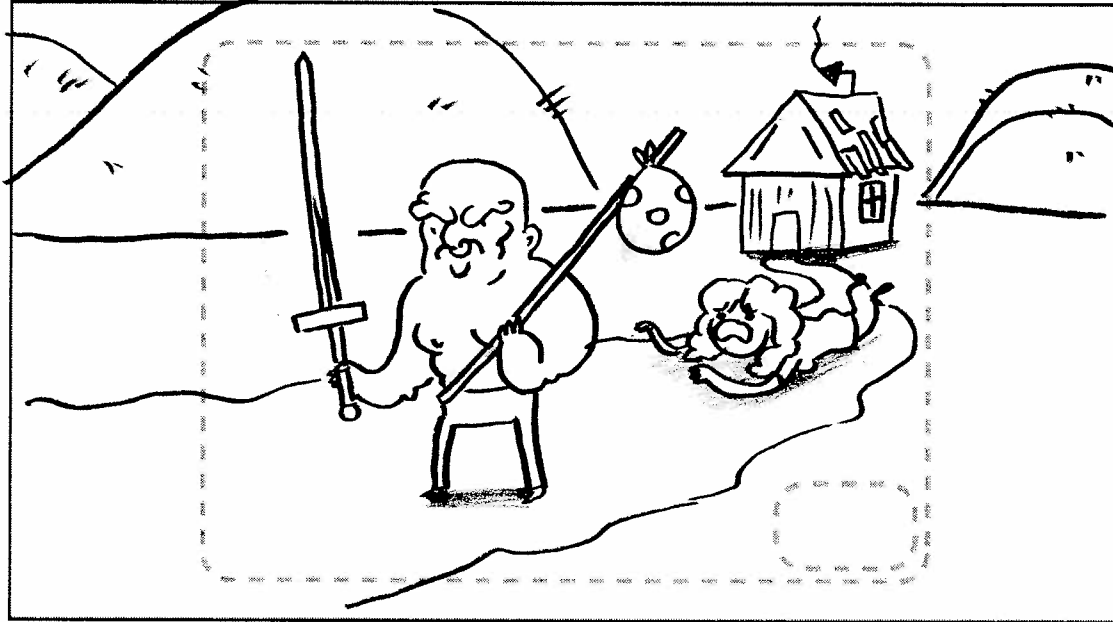
Production :

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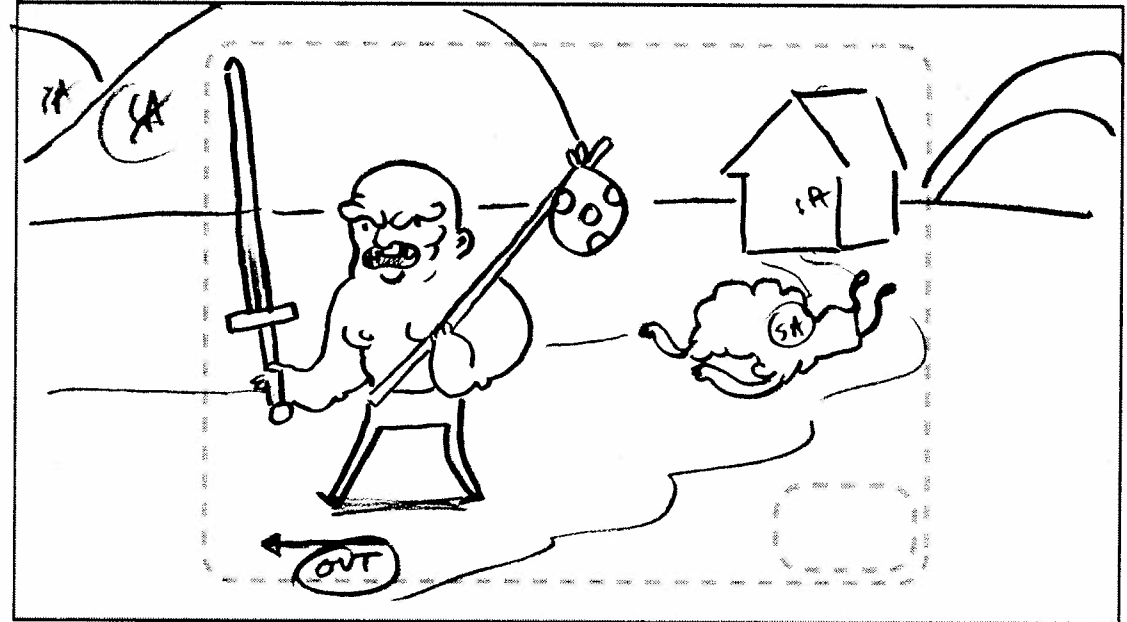
# ADVENTURE TIME



Sc. 143 Pnl. A Bg. day night



Sc. 143 Pnl. B Bg. day night



Dialog:

WOMAN: ALEXANDER!

ALEXANDER

YOUR MISTAKE  
WAS TRYING TO  
CHANGE ME.

Action:

Timing:

ALT: TOLD YOU  
SO.

EPISODE #

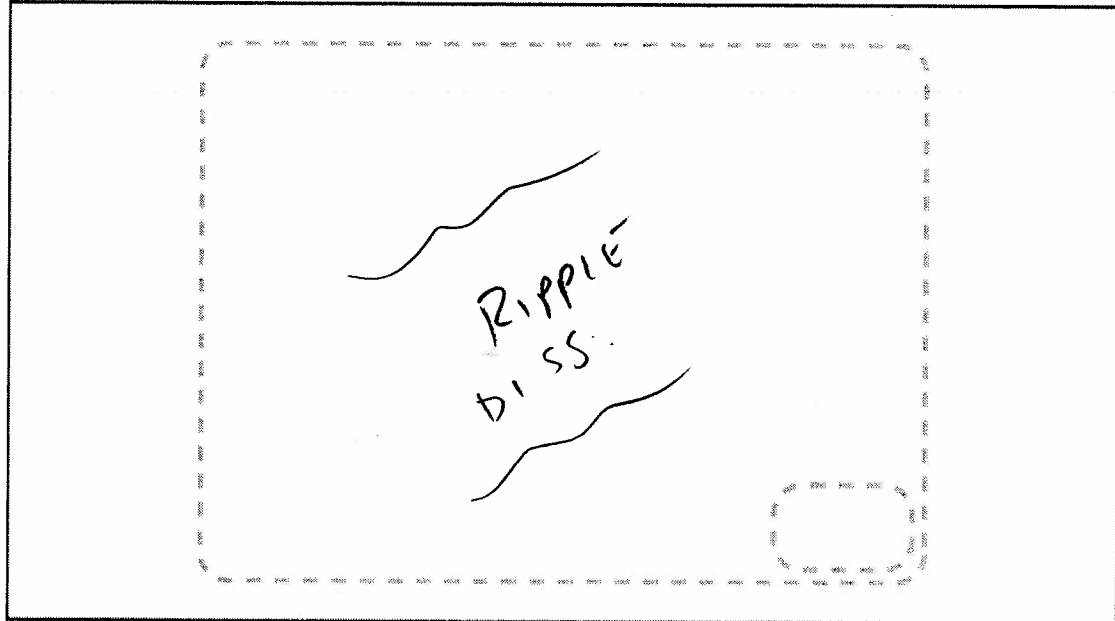
Production :

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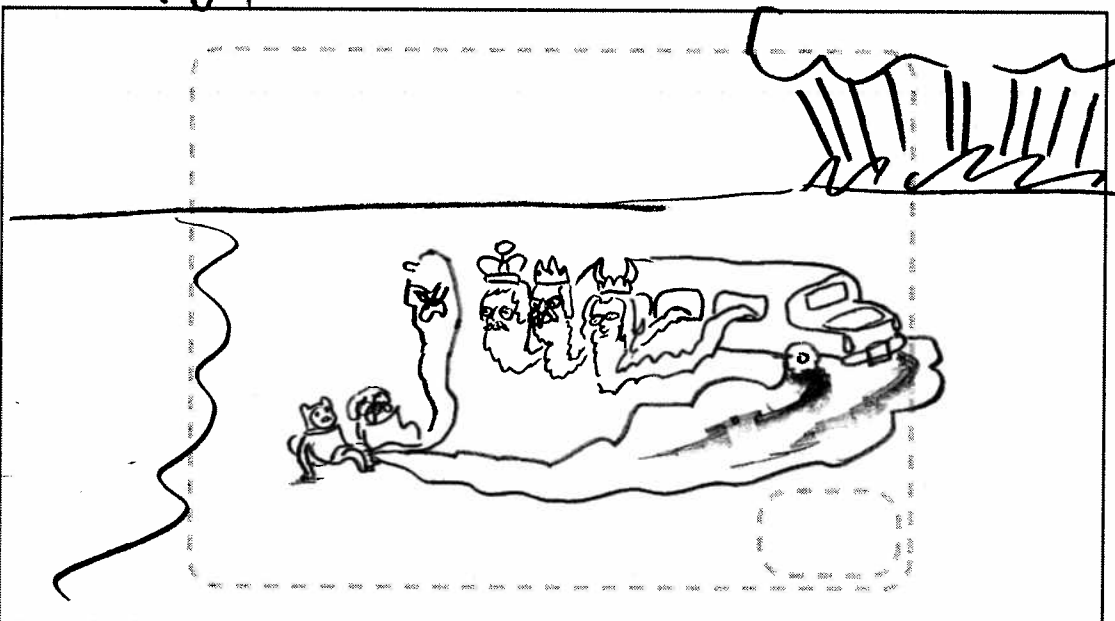
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 184 Pnl. A Bg. day night



Dialog:	(R) YOU ARE LIKE ALL THESE HEROES <u>FIN</u> .
Action:	
Timing:	

EPISODE #

Production :

# ADVENTURE TIME



Page 219

Sc.

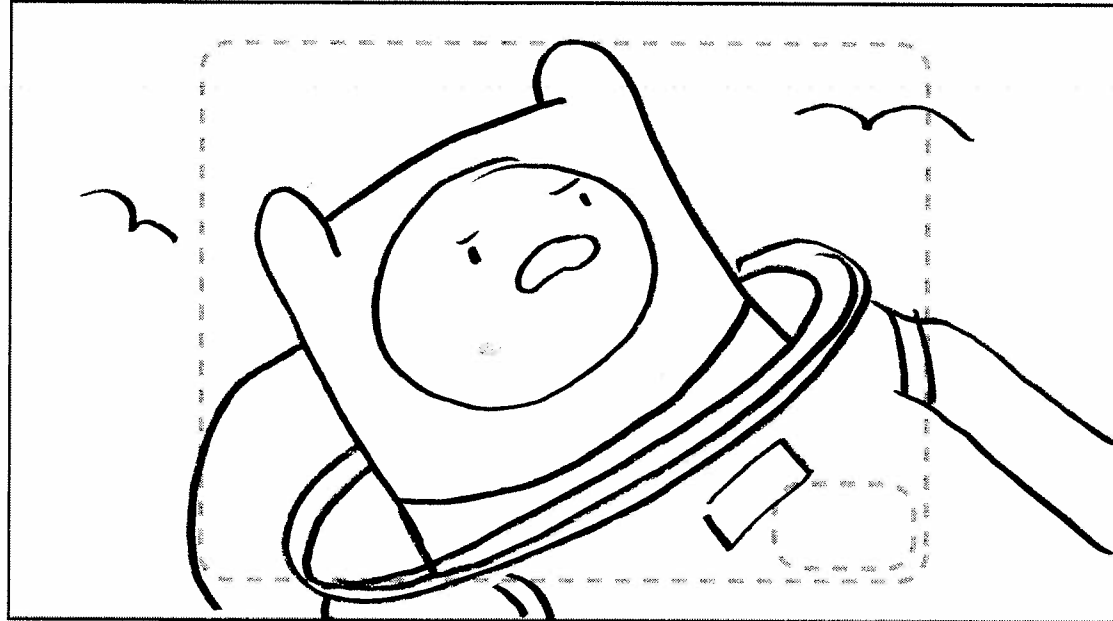
145

Pnl.

A

Bg.

day night



Sc.

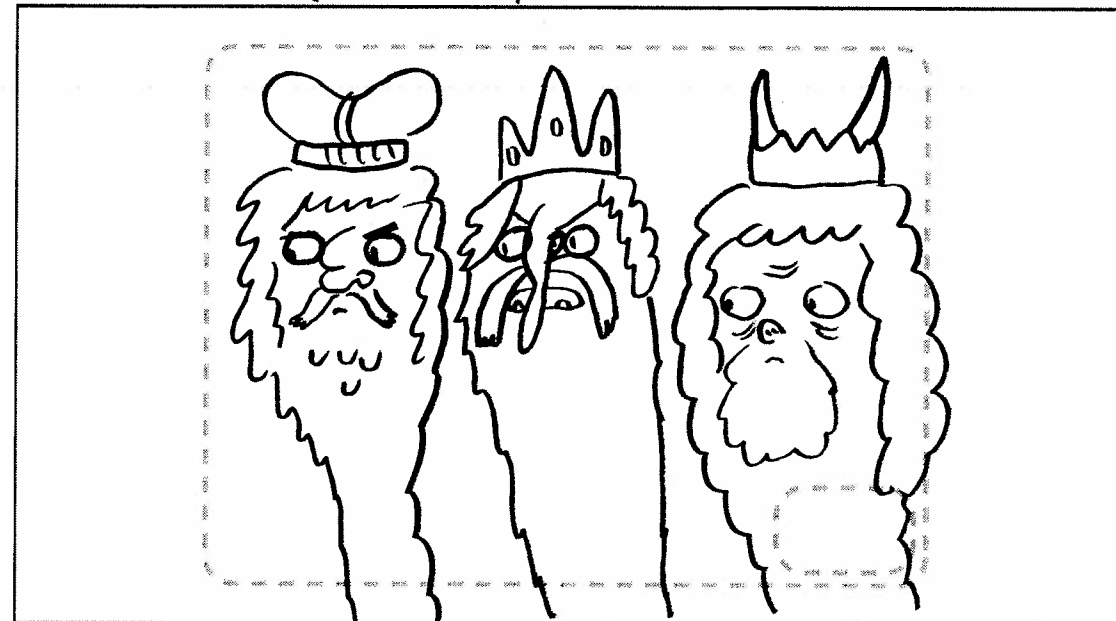
146

Pnl.

A

Bg.

day night



Dialog:

(F) YOU'RE RIGHT, BUT WHY  
DID YOU WAIT SO LONG  
TO TELL ME?

(R) BECAUSE THE LIMO  
DRIVER'S FLAW IS  
BEING LATE.

Action:

Timing:

EPISODE #

Production :

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# ADVENTURE TIME



Page 220

Sc.

187

Pnl.

A

Bg.

day night

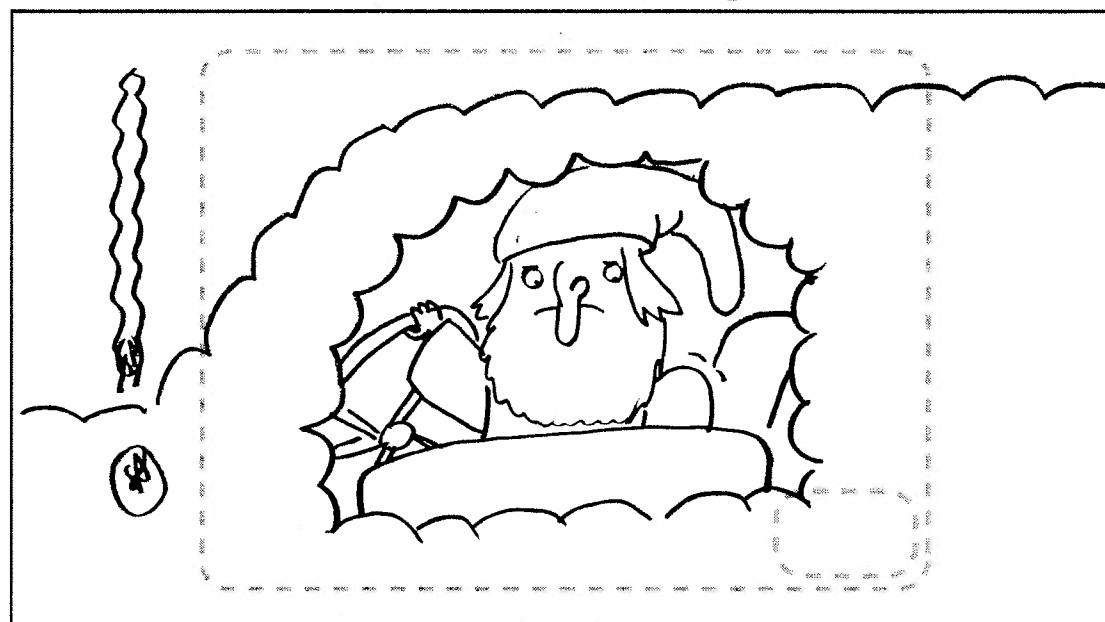
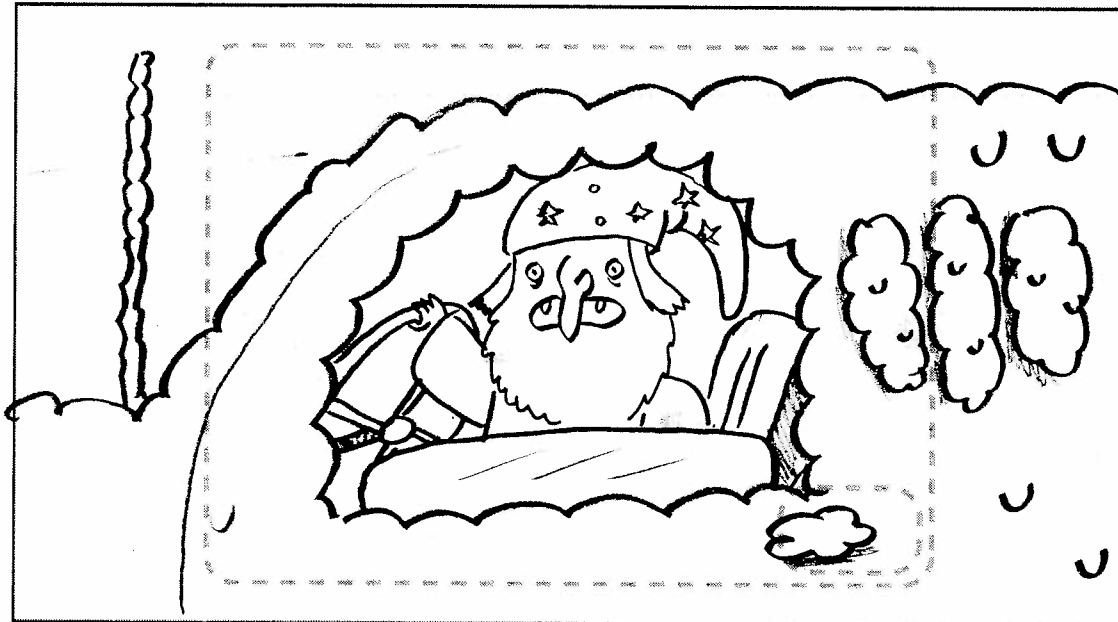
Sc.

Pnl.

B

Bg.

day night



Dialog:

WIZARD: SORRY.

Action:

Timing:

← SHOULDER  
MOVES UP  
&  
DOWN  
LIKE CRANK-  
WINDING THE  
WINDOW SHUT.

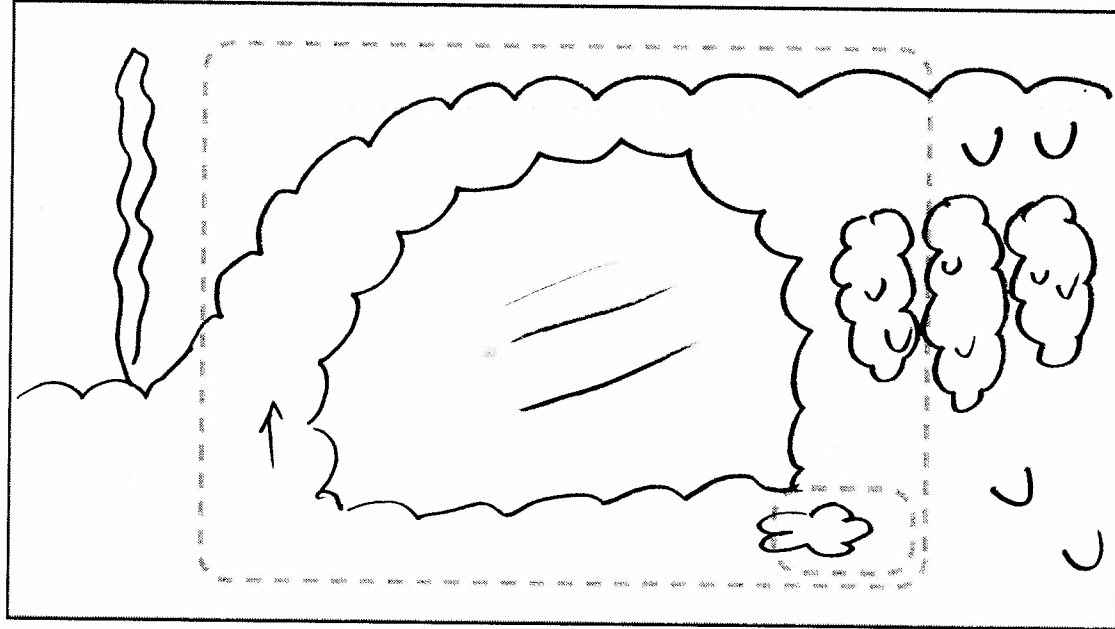
EPISODE #

Production :

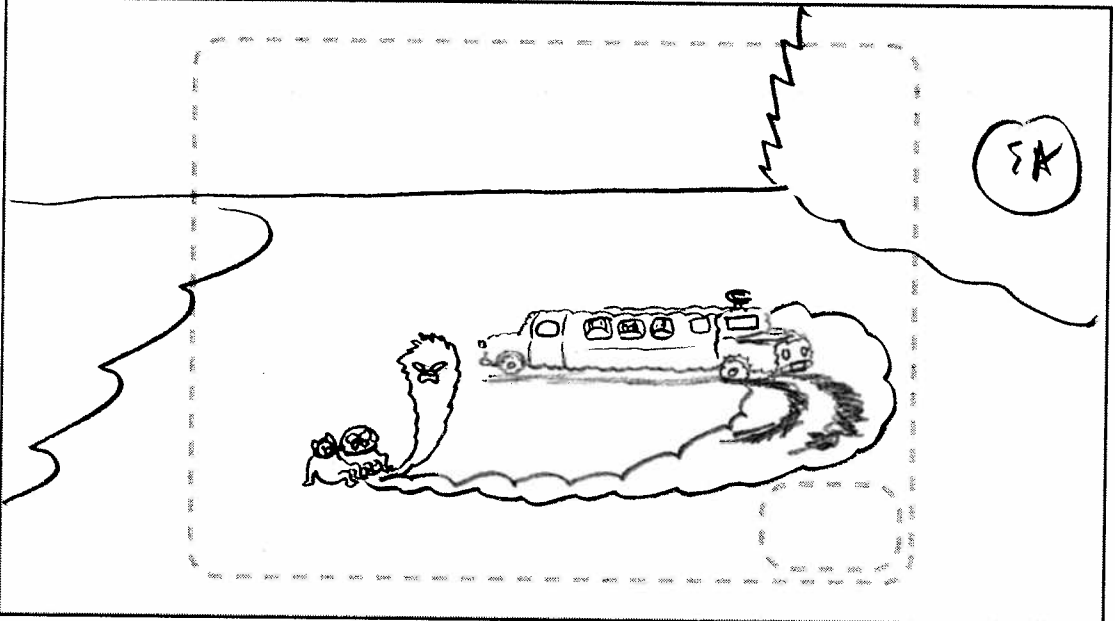
ADVENTURE TIME




Sc. 187 Pnl. C Bg. day night



Sc. 188 Pnl. A Bg. day night



Dialog:	(R) FAREWELL FIN, YOU TRULY ARE THE GREATEST HERO OF OOOO.
Action:	WINDOW ROLLS UP. — WINDOWS SHUT
Timing:	

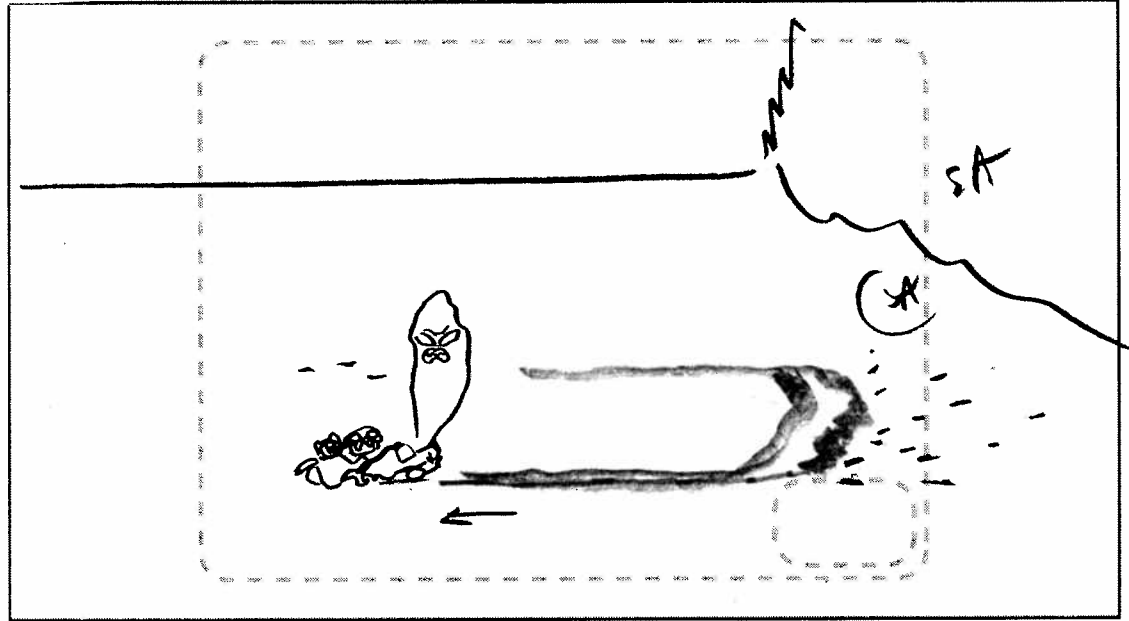
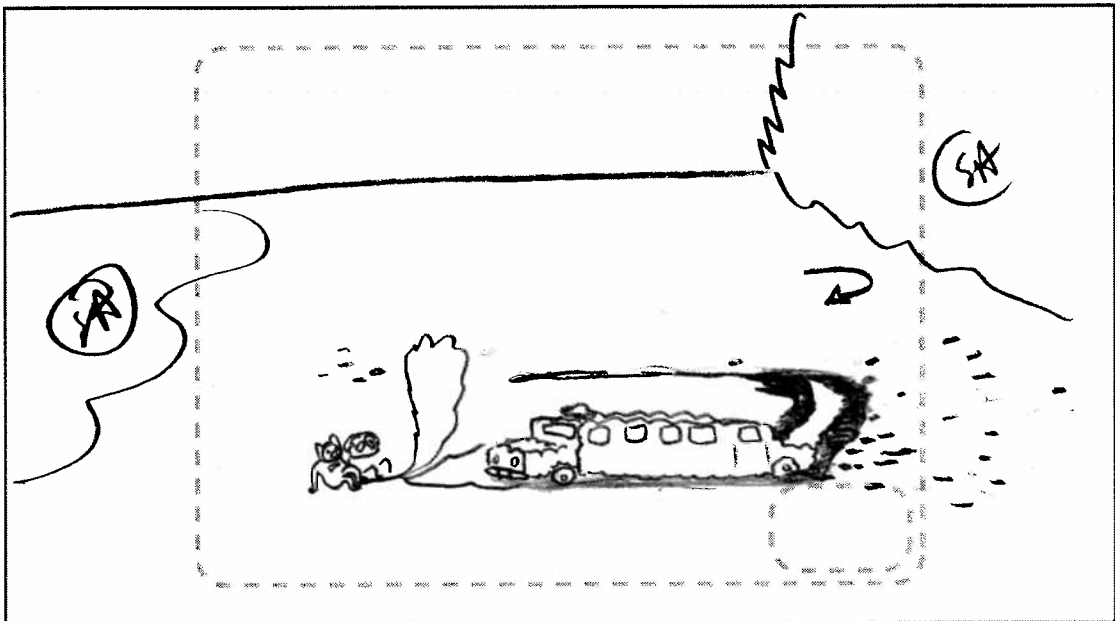
EPISODE #  
  
Production :

ADVENTURE TIME



Sc. 188 Pnl. B Bg. day night

Sc. 188 Pnl. C Bg. day night



Dialog:
Action: REVERSES → BACKS INTO (F)'S Bottom.
Timing:

EPISODE #  
Production :

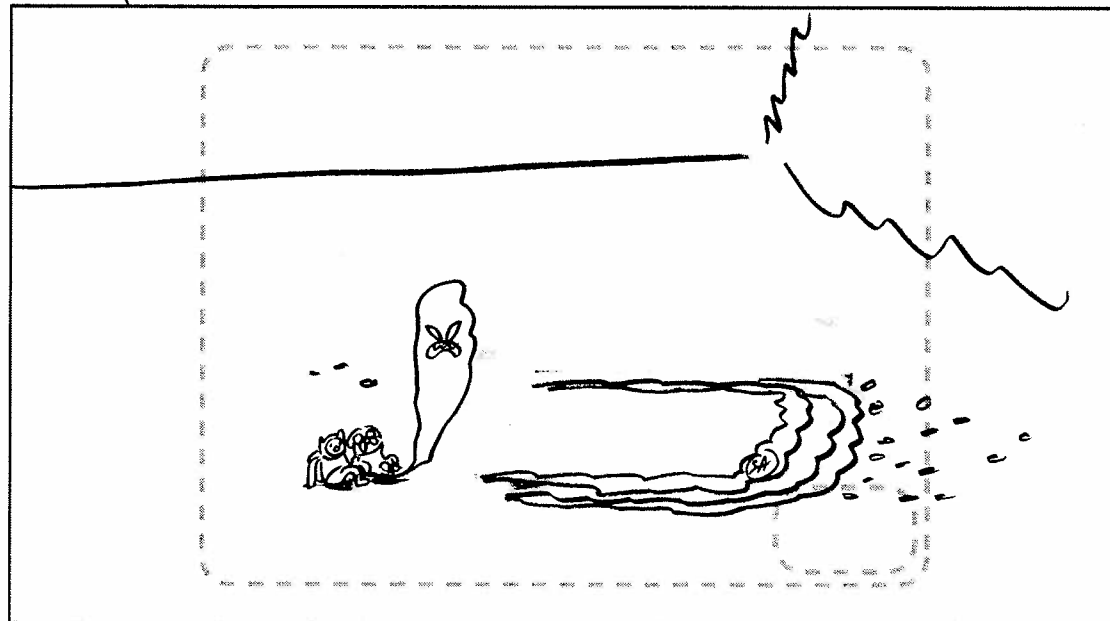


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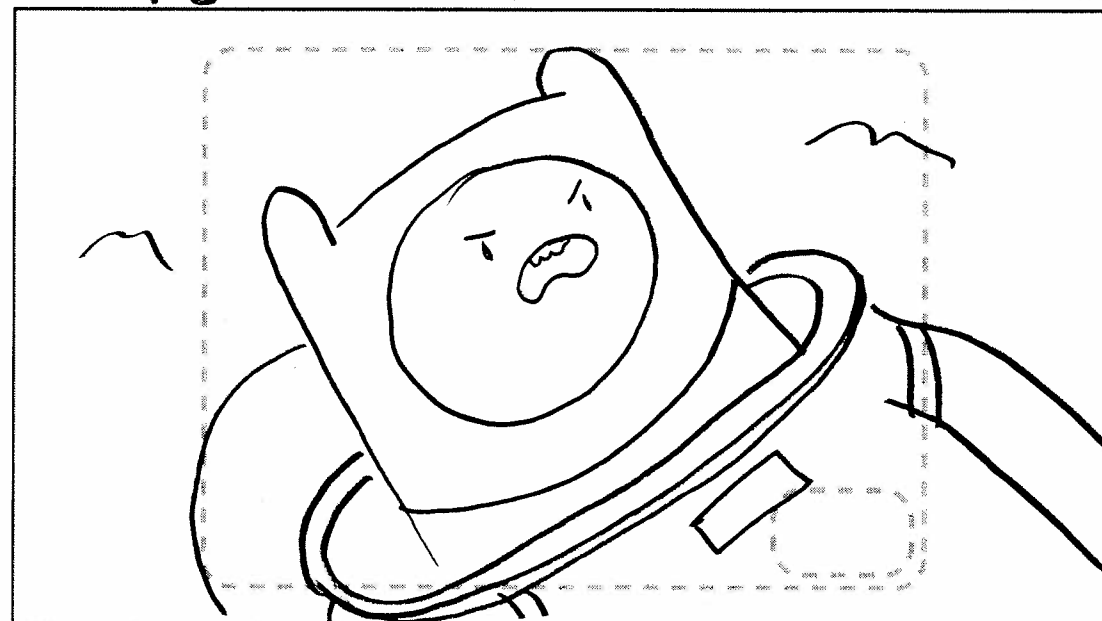
# ADVENTURE TIME



Sc. 188 Pnl. D Bg. day night



Sc. 189 Pnl. A Bg. day night



Dialog:

Ⓢ IT'S TIME FOR  
YOU TO GO AWAY, FEAR  
FEASTER!

Action:

Timing:

EPISODE #

Production :

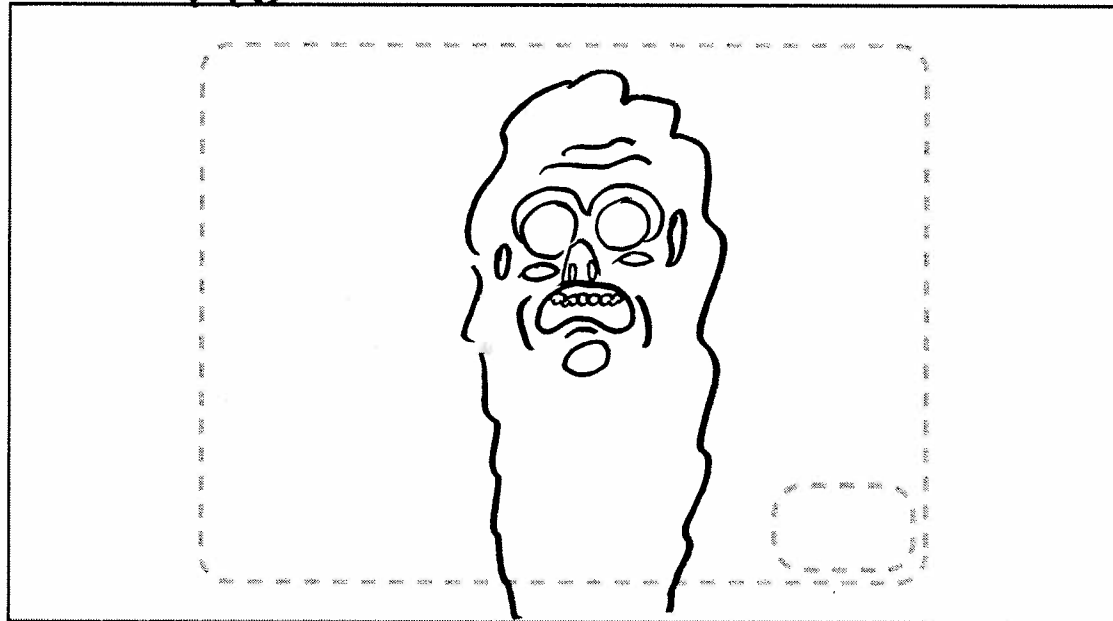
C. 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

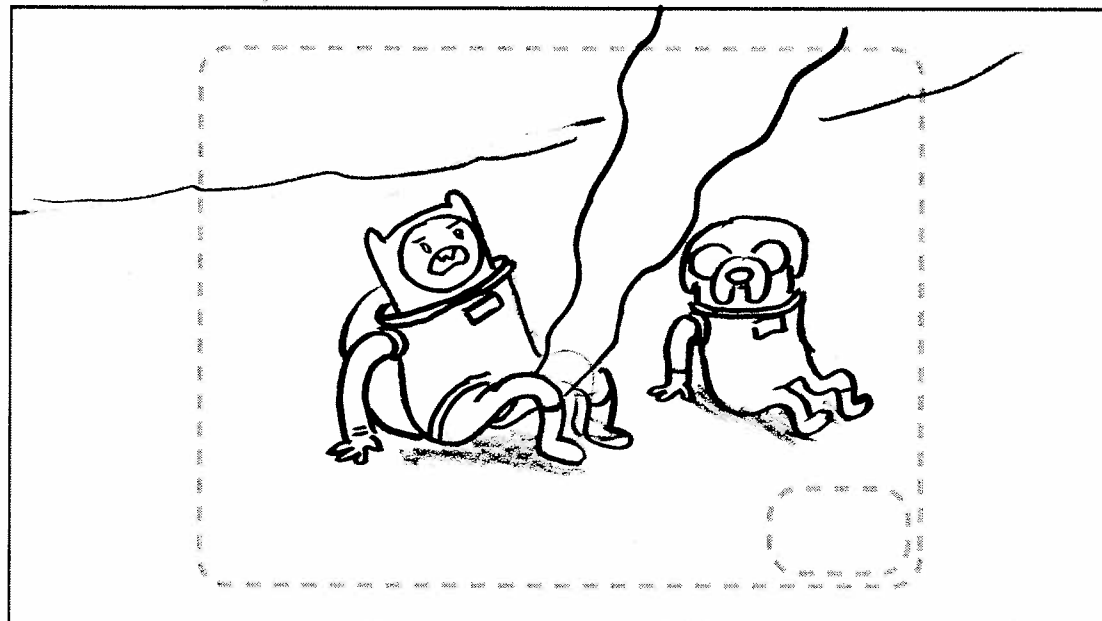


Page 224

Sc. 190 Pnl. A Bg. day night



Sc. 191 Pnl. A Bg. day night



Dialog:

FF: AM I SUPPOSED TO LIVE  
IN YOUR BUTT FOR THE REST  
OF MY LIFE?

ⓕ EVERY HERO HAS A FLAW,

Action:

Timing:

EPISODE #

Production :

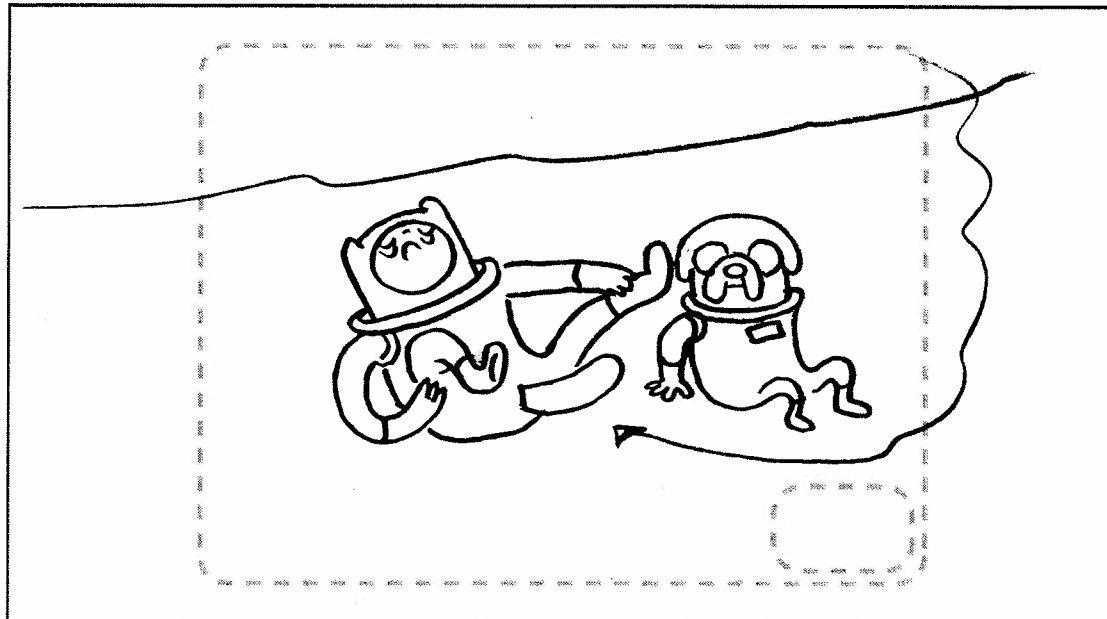
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# ADVENTURE TIME

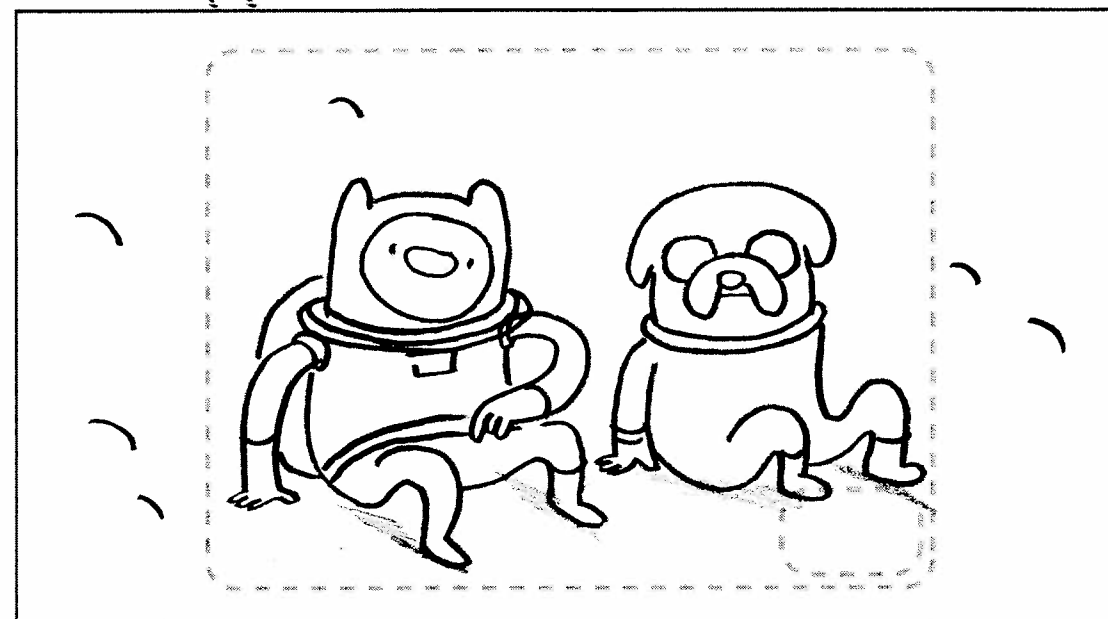


Page 225

Sc. 191 Pnl. B Bg. day night



Sc. 192 Pnl. A Bg. day night



Dialog:

(F) AND IT LOOKS LIKE  
YOURS IS SMELLING LIKE  
MY A -

Action:

SUCKS (FF) INTO HIS BOTTOM.

Timing:

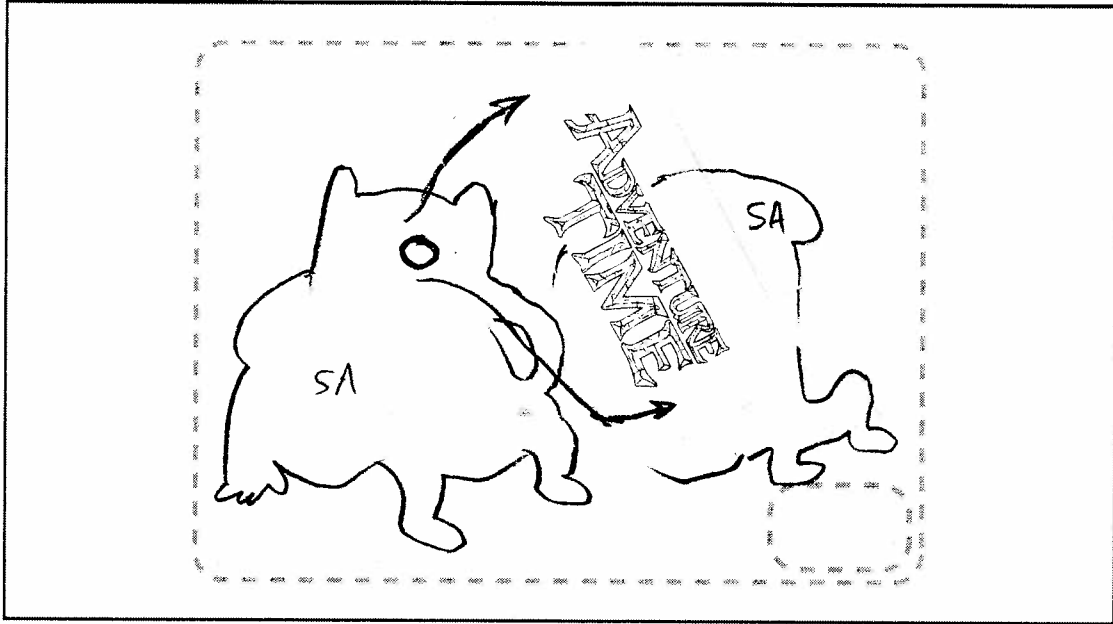
EPISODE #

Production :

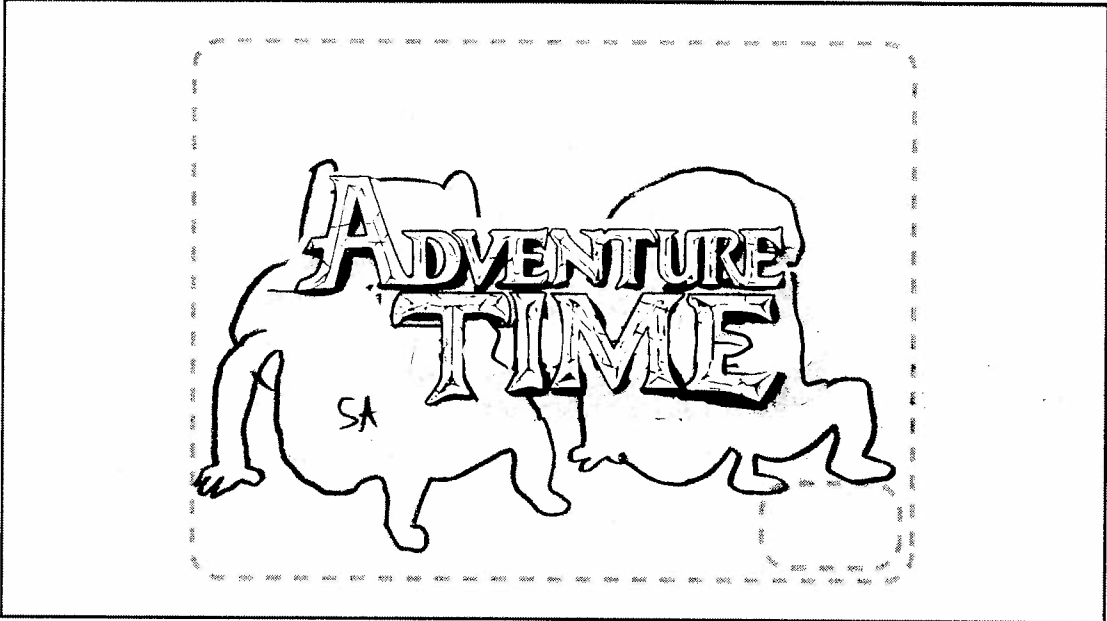
ADVENTURE TIME



Sc. 192 Pnl. B Bg. day night



Sc. 192 Pnl. C Bg. day night



Dialog:	(F) & (J): ADVENTURE TIME!!!
Action:	LOGO SPINS OUT OF FINN'S MOUTH
Timing:	

EPISODE #

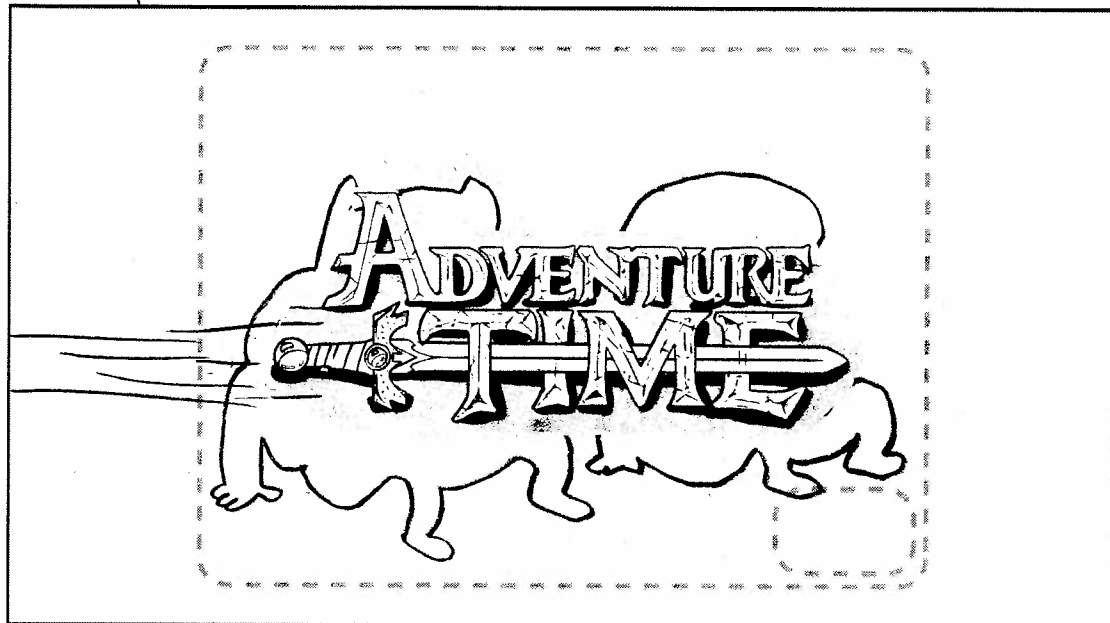
Production :

# ADVENTURE TIME



Page 227

Sc. 192 Pnl. D Bg. day night



Sc. 192 Pnl. E Bg. day night



EPISODE #

Dialog:

Action:

SWORD FLIES IN FROM O.S.

- LOGO SHAKES AND GLEAMS

- FINN+JAKE REPLACED BY COLOR CARD

Timing:

Production :

# ADVENTURE TIME

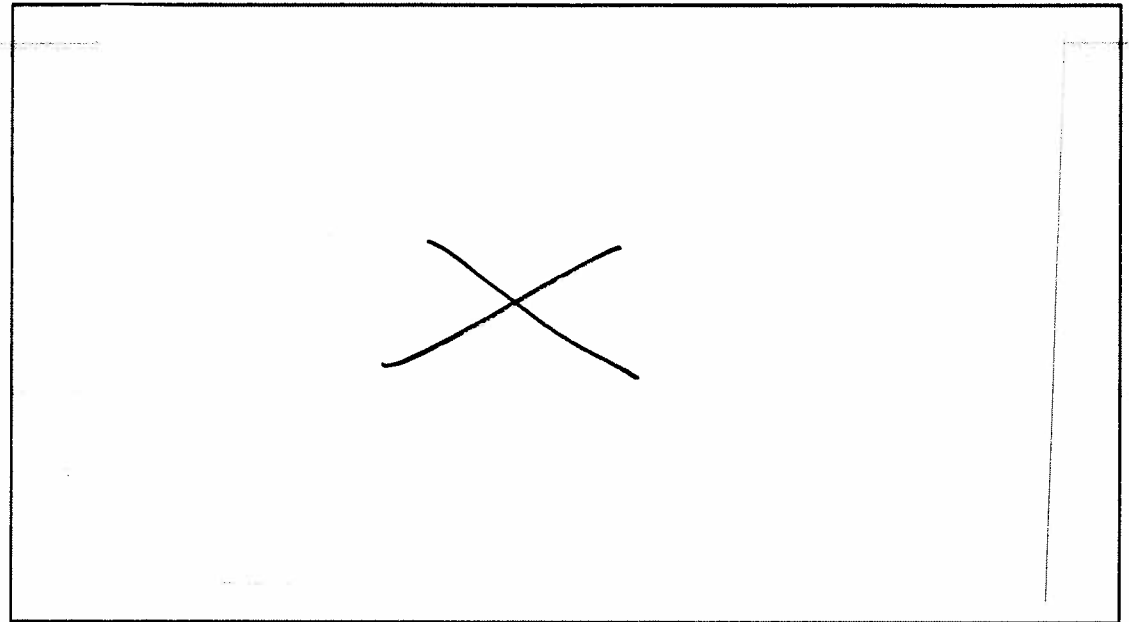


Page 228

Sc. 192 Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: (SFX: POOT)
Timing:

EPISODE #

Production :